

Nov/Dec 2022

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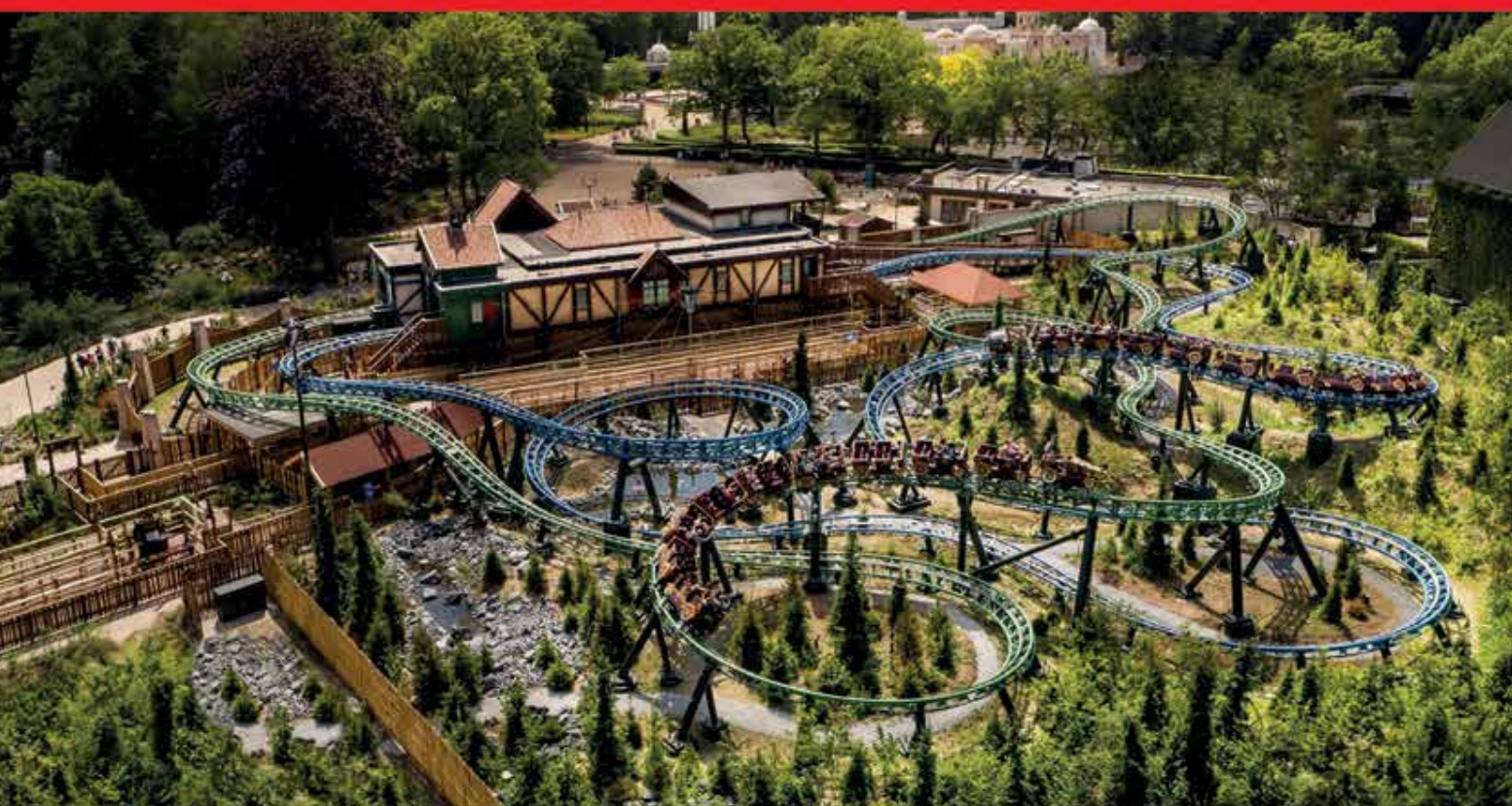
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Welcome to InterPark magazine.

Well! There we have it, a full 12 months of InterPark brought to you by its new editorial team. 2022 has been quite a year for the magazine; not only did we wish our long-standing editor Andrew Mellor well on his retirement, but we welcomed a new editorial staff member Emma Davidson, while regular features contributor David Whitworth took on more responsibility by stepping up to the role of news editor both online and for the magazine. We hope you have enjoyed some of the content changes we have made over the past six issues; you may have also seen the odd design change sneaking in too!

Now that we have firmly found our feet, we've got many more ideas planned for the coming year and can't wait to share them with you. We'll be branching out in terms of the industry sectors we cover and for the first time ever, we'll be tying our March / April issue in with International Women's Day, by celebrating all the amazing women working across the amusements and attractions industry – whether in leadership positions or coming up through the ranks. If you would like to nominate a colleague to be included, please feel free to drop me an email directly for more info on how you can get involved.

Looking back on 2022, while the industry is still in a stage of recovery, it appeared to be happening at break-neck speed, with families and friends in countries all over the world eager to enjoy the summer months at a theme park or attractions space.

However, without wanting to get all doom and gloom, as I write this, many of us out there are having to balance our finances more and more as the cost-of-living crisis ramps up a gear. With that in mind, it's going to be interesting to see how park operators respond to this and what creative things they come up with over the next year, to keep visitors coming through the gates! But until then, enjoy this last issue of 2022 and from myself and the rest of the InterPark team, we wish you all the best for the new year ahead!

Beth Whitaker **Editor**

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Port Aventura wins Best Amusement Park in Europe

For a consecutive ninth year PortAventura World came first in the 2022 World of Parks awards, which were announced at the beginning of September.

Europa-Park Germany was runner up, with Disneyland Resort in Paris taking third spot. PortAventura World also took home the Best Show in a European Amusement Park award for its successful Destination Dance show. It features 35 artists, dancers, singers, and acrobats from countries such as Spain, Italy, Ethiopia, and Ukraine.

Other awards earned were Germany's Ravensburger Spielaland, which won Best Amusement Park for Kids in Europe; Movie Park Germany's Halloween Horror Festival earned the top prize for Best Event in a European Amusement Park; and French theme park Futuroscope's Chasseurs de Tornades earned the award of Best Novelty in an Amusement Park.

PortAventura's theme park resort, located near Barcelona, is known for Europe's only Ferrari land and a zone dedicated to the Spanish football division, La Liga, which is set to open in 2023. PortAventura has welcomed over 90 million visitors during its illustrious 27-year history.



Tayto Park rebrands as Emerald Park

From January 2023, Tayto Park, located in County Meath, Ireland, will be officially renamed as Emerald Park.

Charles Coyle, General Manager of Tayto Park, explains the rebrand: "We are confident that this new name hits the right mark with both our domestic market and international visitors."

"A name change, and all it involves, is challenging, but our team here are excited and looking forward to embracing a new era with a new identity."

The park opened in November 2010 with a £7m investment. The soon-to-be Emerald Park has 18 attractions with four roller coasters and one water ride.



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EUROPE

Construction begins for Efteling Grand Hotel

Efteling in the Netherlands has begun construction of its newest accommodation offering, Efteling Grand Hotel.

Around 10,000m³ of sand has already been excavated behind Efteling's main entrance, the House of the Five Senses and, at the time of print, 380 pylons totalling four miles were set to be drilled into the ground, over which 2,500m³ of concrete will be poured to create the building's foundations.

In a landmark moment for the Dutch park, Efteling Grand Hotel will be the first accommodation to be located within the park's borders. The building will have a unique and prominent position in the square near the House of the Five Senses, the park's main entrance.

Efteling confirmed that: "In line with Efteling's vision, this entire area will be redeveloped. The new Island of the Five Senses will act as the cover of a book, marking the beginning and end of all visits to the heart of the World of Wonders. The square between the main entrance and the new hotel will form a pleasant verdant retreat for both hotel guests and park visitors.

"Walking across the square, trees, shrubs and perennials give way to reveal more and more of the new hotel. The nine-metre (29.6ft) high and 16-metre-wide (52.4ft) arcade will form an impressive entrance for guests who enter the park."

The park has stated that the hotel's concept is an ode to Efteling, where past and present will come together. Sander de Bruijn, head designer,



explains: "For Efteling Grand Hotel, I was partly inspired by one of the smallest scenes in the park: The Golden Goose. Designed by Anton Pieck, this tableau was placed on Anton Pieck Plein in 1958.

"The clock and the decorative ornamentation of the interior of The Golden Goose is reflected in the facade of Efteling Grand Hotel. As the hotel develops, visitors will also see this inspiration in the floors and colour palette."

The largest hotel within the World of Efteling will be built upon seven floors and will be 106 metres (348ft) wide.

Efteling Grand Hotel will have 143 rooms and 700 beds. In addition, the new hotel will have a swimming pool and spa, two restaurants and two souvenir shops with a total area of 450m². The shops and restaurants will be accessible to both hotel and park visitors.

Heide Park planning upgrades for 2023 season

One of Germany's most popular parks, Heide Park, is set for a revamp next year.

Heide Park is to upgrade the Maya Valley area of the park, which opened in 2009, along with its three attractions. It is expected that there will also be maintenance towards one of its most famed rides, Magic. This fast-spinning ride was built in 1991 by ride constructors Huss Rides. It was out of action for the 2022 season due to the circular ride, in which guests take a seat in hanging, rocking gondolas, in need of a new restraint system.

A spokesperson for the park confirmed that the Maya Valley with all three rides "will be available in 2023," however, "we are also affected by the delivery difficulties of the manufacturers, so we are dependent on punctual delivery dates in order to be able to put everything back into operation."

The ride is undergoing some tender loving care after over 30 years of service. And the themed area where the ride is situated in, Maya Valley, gives Magic further company in the shape of the chain carousel La Ola and the Breakdance. Heide Park is the largest amusement park in Northern Germany and functions under the umbrella of Merlin Entertainment.



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World's first Catapult Falls to splash down at SeaWorld San Antonio

The aquatic world will never be the same again after SeaWorld San Antonio unveiled the construction of a unique water flume coaster: Catapult Falls, scheduled for 2023. The first-of-its-kind ride combines the thrill of a launched roller coaster with the excitement of a vertical lift. Riders will enjoy a water flume ride like no other along with the steepest drop to produce "multiple rushes of adrenaline as well as moments of exciting splashes to cool guests down." "Catapult Falls will be the perfect addition to our already fantastic line up of family rides," said Byron Surret, SeaWorld San Antonio President. "Not only will it provide thrills for those wanting the exhilaration of a coaster-type ride, but being a water ride, it will give guests one more way to cool down in the hot Texas temperatures. It will be the perfect family adventure ride."

Catapult Falls will become the world's first launched flume coaster and steepest drop in a flume attraction. There will be 11 boats, each with eight riders, which will catapult through the launch at speeds of 30ft per second - allowing riders to feel the rush of a coaster while experiencing the swaying of riding on a track of water. Once at the peak of the ride, riders will be perched at a 53° angle then the chute will plummet riders into a watery splashdown at over 37mph. Over five minutes of aquatic fun, Catapult Falls makes for a modern-day water world.

The ride will also become North America's only vertical lift flume coaster as Catapult Falls uses a state-of-the-art lift system - the only one on the continent. The vertical system lifts guests up seven feet per second to reach a height of over 55ft before making its triumphant splashdown.



Disneyland New Orleans unveils The Princess and the Frog store



Disneyland's New Orleans Square welcomes a new attraction with The Princess and the Frog unveiled this autumn.

The Princess and the Frog opened in September as a glimpse of what is to come in the themed area, with the opening of Tiana's Bayou Adventure land in two years time.

The store will feature Eudora's Chic Boutique from Tiana's Gourmet Secrets.

Inside the store, guests will find a variety of kitchen knick-knacks, accessories, and cookbooks - including ones by Leah Chase, whom Disney has credited as an inspiration behind the lead character in the 2009 Walt Disney Animation film.

The store sells a line of merchandise featuring Tiana's own spices and sauces. It has been inspired by Princess Tiana's dressmaker mother, Eudora, who is the backdrop to the story and whom the store belongs to.

Disneyland New Orleans set the scene for the new gift store: "Following the phenomenal success of her restaurant, Princess Tiana partnered with her dressmaker mother Eudora to open this sublime little shop - a crown jewel of the Crescent City.

"From charming housewares and dapper decorations to chic apparel and more, you'll find the best the Big Easy has to offer right here."

The Princess and the Frog gives further protagonism to the New Orleans-set film in Disneyland's New Orleans Square. This all leads to the Tiana-rethemed Splash Mountain when Tiana's Bayou Adventure is scheduled to entertain its first guests in the latter part of 2024.

National Roller Coaster Museum welcomes latest esteemed member

The Anton Schwarzkopf's legacy is to be preserved at the National Roller Coaster Museum with Knott's Berry Farm and Cedar Fair Parks' donation in the shape of classic artefacts from Montezuma's Revenge.

"This is a historic addition to the museum's permanent collection that showcases the classic Schwarzkopf shuttle loop," Richard Munch, NRCMA Historian said. "Knott's Berry Farm has magnanimously provided us with two ride vehicles, the iconic sign and the top of the ride's loop. It is an amazing donation."

The Schwarzkopf Shuttle Loop coaster opened at Knott's Berry Farm in 1978. Knott's Berry Farm described the ride experience as catapulting guests out of the station at 55mph, up through a 76ft, 360° loop, and then to the top of a 148ft tower. After a moment of weightlessness, the train zooms down the tower, backward, passing through the loop, back through the station and up a second 112ft tower, before coming back down the tower and into the station.



The propulsion system is based on an aircraft carrier's cable launch system, giving riders a huge dose of adrenaline while travelling from zero to 55mph in just 4.5 seconds.



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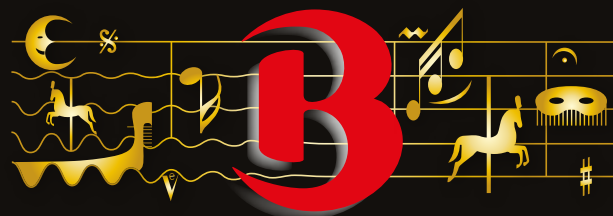
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Kings Island to Add Themed Area "Adventure Port" for 2023 Season

Adventure will take centre stage at Kings Island in 2023 when the amusement park debuts its newest themed area, Adventure Port. Located between Coney Mall and Action Zone, the area will feature two new family rides and enhanced theming for Adventure Express, the park's mine train family roller coaster.

Additional improvements include a refresh of Hank's Mexican Grill which will be renamed to Enrique's. The current Bier Garten will be transformed into a portside Mercado, a favourite watering hole for tourists and explorers.

"What I love about Adventure Port is that we've taken parts of the Adventure Express story and built upon it to create this new themed area," said Mike Koontz, vice president and general manager of Kings Island. "When guests who have been coming to the park for years visit this area for the first time, the story will feel familiar, but it will be told in a whole new way."

Adventure Port Backstory

The myths of an ancient civilisation, and its mighty city carved out of stone, have lured travellers from around the globe to this bustling port community for more than a century. Resting in the foothills of overgrown mountains and dense tropical terrain, Adventure Port is a hub for explorers searching for an ancient civilisation's forbidden temple and mysterious wonders. If asked, the locals will tell tales of those who came before and vanished. Did they unwittingly disturb ancient spirits and fall victim to an age-old curse?

Adventure Port Rides

Sol Spin: This recently discovered mechanism appears to be an immense sun disk created by an ancient civilisation. Riders will board open air, suspended passenger vehicles and experience the sensation of flying 60ft through the air at 25mph.

Cargo Loco: Their methods might be a little dizzying, but the Arrow Cargo Company will get your goods from Point A to Point B...eventually. Riders

will board these shipping barrels where they will be able to manually control the speed of their spin with a wheel in the middle of the barrel.

Adventure Express: Embark on a treasure hunting mine train expedition in search of a forbidden temple. This family coaster opened in 1991 and features a 63ft first drop with speeds up to 35mph. Enhancements for 2023 include a relocated queue line and additional theming. The ride was repainted in advance of the 2022 season.

The project's design is being led by JRA, part of the RWS Entertainment Group with headquarters in Cincinnati, Ohio. Other contractors on the project include RSL Commercial Architects, Schaefer Engineers, Abercrombie and Associates and SHP Architects.



Image: Cedar Fair Entertainment Company

SeaWorld Orlando announces newest attraction for 2023

SeaWorld Orlando has confirmed the opening of its newest roller coaster, Pipeline: The Surf Coaster, in the Spring of 2023. This attraction is the world's first "surf coaster". Riders will feel the power of the ocean in a whole new way, making Pipeline every thrill-seeker's newest obsession. Pipeline will take them on an unparalleled journey and will keep them coming back for more.

"We are always looking for exciting ways to take thrills to a new level. This first-of-its-kind roller coaster will be the perfect addition to the already incredible lineup of attractions at SeaWorld Orlando," said Kyle Miller, SeaWorld Orlando Park President. "SeaWorld Orlando will be the only place in the world to ride a roller coaster like this and we welcome everyone looking for the chance to experience it."

The innovative design elements that make this a first-of-its-kind roller coaster are the surfing launch and wave jumping motions that riders will experience. The unique surfboard-shaped ride vehicle will give riders an immersive experience from the moment it starts. They will be secured on the roller coaster in a surfing position and will be launched at top speeds, feeling as if they are catching a wave. Riders will then feel like they are hanging loose when their seats rise and fall to mimic the sensation of riding on a wave while sending them through several gnarly twists and turns.

Each rider will get the rush of cutting through waves as they race up to heights of 110ft in the air and feel like they are about to wipe out when they go upside down on a wave curl along the 2,950ft of track. Pipeline will send riders on a journey reaching max speeds of 60mph, with five different airtime moments and lasting a total of 1 minute and 50 seconds. The ride has a projected height requirement of 54ins, and is designed by Bolliger & Mabillard Consulting Engineers based in Switzerland.

Pipeline will be the seventh roller coaster at SeaWorld Orlando, reinforcing the theme park's reputation as the Coaster Capital of Orlando. It joins an impressive roster of coasters that include Mako, which was voted the Best Roller Coaster by the USA Today 10 Best Readers' Choice poll, and Ice Breaker, which was voted the Best New Attraction by the USA Today 10 Best Readers' Choice poll. Pipeline will be the latest in a string of top-notch roller coasters that continue to break the mold and bring thrill-seekers from around the world to SeaWorld Orlando.



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Spirit of Discovery plans underway

An amusement park for all walks of life is primed for North America in years to come. The park will be located in St. Louis Metro and will cater for all guests of all abilities. The site will cover 65+ acres and will be the first amusement park of its kind in the United States to cater for ultra-accessibility and welcome all guest abilities.

Spirit of Discovery Park has confirmed the park will welcome individuals and their families with Downs syndrome, Autism, PTSD, any person battling a life-threatening disease and the hearing, visually, mentally, and physically impaired.

There will be fun for all with the park serving up a selection of entertaining treats for its guests, including a playground, splash pads, sensory areas, an arcade, and a dog park. Guests of all abilities will be able to enjoy the rides and attractions. The project is in its infant stage currently with the park estimating a timeframe between two to three years to construction.

The public can get involved to raise funds for the park, with a fundraising campaign established for what will be a non-profit amusement park. Spirit of Discovery Park will break from the norm in terms of general admission as entrance to the park will be free for disabled guests, while other guests will be asked for a nominal fee. The park will offer seasonal, and weekend passes too.

Jamie Vann, President & Founder of Spirit of Discovery Park, detailed what guests can expect from their visit.

InterPark: What is the principal aim of Spirit of Discovery Park?

Jamie Vann: "Spirit of Discovery Park (SoDP) is a model of diversity, equity, and inclusion. We are positioning ourselves as the leaders in the industry to survive, thrive and carry out our mission for years to come because we are building the most innovative, fully accessible amusement park in the country; an Epcot-like destination for families from across the globe."



IP: How did the idea come about for the park?

JV: "A little over six years ago, I was made aware of an injustice, and I set forth to make it right. Not realising at the time, it would reveal itself as a calling. I saw this injustice as a challenge, and as I do with most challenges, I accepted it. The challenge was sparked by a typical playdate that took place in March 2011. A fellow kindergarten mom of three, the oldest two the same age as my two, expressed that she wouldn't be taking her family to Disney World. Perplexed, I asked why. Her middle daughter, born with Downs syndrome accompanied by Celiac disease. She expressed that it was too costly for their family of five to travel and experience this vacation destination when only three of them could fully partake in the experiences at the Disney properties. I was dumbfounded, then infuriated, and my eyes were opened, as was my heart."

IP: What rides and attractions can one expect?

JV: "Our plan for the SoDP campus will ideally include gift shops, ice cream parlour and candy store, playgrounds and sand pits, ferris wheel, carousel, train, jeep ride, arcade, greenhouse and raised beds, gluten free bakery and restaurant, adaptive retail store, sensory city and gardens, activity and event centre, musical and edible gardens, barn and picnic areas, splash pads, service dog park, accessible treehouse, art complex, theatre and an indoor golf facility."

IP: Can you tell us more about the fundraising campaign and how people can get involved?

JV: "SoDP has a number of opportunities for the community to leave their legacy and all options can be found on our website: Spirit of Discovery Park – How To Help. www.spiritofdiscoverypark.com/how-to-help

IP: What are the expedited visitor numbers and hopes for the future?

JV: "After completing our pro forma, SoDP feels we should see 100,000 projected national and international visitors within our first year."



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Carnival Magic hits town with Phuket's night-time theme park

Thailand's largest theme park operator, Safari World, has opened its newest project, Carnival Magic - The Magic Kingdom of Lights. It is located in the region of Phuket, close to Kamala Beach and nearby Phuket FantaSea tourist destination and it is the third theme park under the Safari World Group, which was established 36 years ago. The park promises guests, "the greatest carnival experience in the world awash with dazzling colours and sparkling imagery."

The Carnival Magic theme park have invested 6.6bn baht (£142m) and is themed to Thai carnivals with a blend of night markets, temple fairs and a spectacular show of 88 giant parade floats.

Carnival Magic opens from 5.30pm to 11.30pm for an exclusive twilight theme park experience. The magic including four zones, a shopping area, children's rides, buffet restaurant, theatre and a luxury restaurant inspired by the Thai festival of Loy Krathong.

A lagoon area named Luminarie will include a River of Lights - a 5km stretch of 40 million illuminated lights decorating the curved steel around the lagoon. Phuket FantaSea's chairman Pin Kewkacha expressed his delight at the opening of Phuket's new theme park: "Carnival Magic is a theme park that showcases Thai culture through technology and lighting. The park is uniquely Thai and nothing like it has been seen anywhere in the world. We are confident that this new theme park will go well beyond the imagination and quickly become popular among both local tourists and visitors from overseas. We aim to generate revenue at least 1.50bn baht (£35m) annually and break even after a maximum of five years."

Kittikorn Kewkacha, creator of Carnival Magic, spoke exclusively to InterPark about the inception of the Kingdom of Magic.

InterPark: What can guests expect from their visit?

Kittikorn Kewkacha: "Carnival Magic - the Magical Kingdom of Lights is a 40-acre night-time Thai carnival-inspired theme park offering many unique attractions. Highlights include the world's biggest indoor parade featuring 88 giant parade floats, the biggest of which is over 70-metres long, and an illumination park that uses over 40 million LEDs to create a beautiful breathtaking dreamscape of magical lights for guests to stroll through. Among our many attractions, there are nine that are currently holding the Guinness World Records that visitors of all ages would be enthralled to see."

IP: What makes Carnival Magic so charming?

KK: "The park was inspired by the charm of Thai culture and the notion of 'Sanuk' - the Thai style of 'having fun' - and through the imagination and magic of technology, we were able to recreate and bring many of Thailand's captivating festivities and carnivals such as the grand Royal Barge procession or the Loy Kratong River floats festival, to our enormous 70-metre-long parade stage and to our park.

IP: Can you describe the thinking behind the decorations?

KK: "Thailand is a land of festivals, where lights, be it candles, lanterns, or flower floats are often used to celebrate our customs and traditions, and they signify the fun and happiness that shine in our very way of life. "In a land of lights, happiness can outshine all the stars in the night!", goes our theme song."

IP: How many visitors is the park aiming to attract?

KK: "We are aiming for one million visitors during the post Covid-19 recovery period and ultimately two million guests annually with 70% of guests travelling from all parts of the world. Phuket's tourism industry is recovering after coronavirus devastated the region. However, it is expected that visitor numbers are to grow with the island aiming to attract five million international arrivals this year - half of what the visitor levels to the region were before the pandemic began."





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AMUSEMENT
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Shanghai Disney Resort announces Hyperspace SoReal VR



hosting a panoramic immersion light and shadow experience, exclusively created by SoReal for Disneytown visitors.

Adapted through the Chinese novel 'Journey to the West' the attraction is in keeping with the traditions through a rich and authentic experience.

Another attraction based at the VR venue is Monkey King Super Shadow Space. This attraction creates an immersive experience in the shape of a creative bright light and shadow and real-time interactive design, special effects modelling devices. To complement this, 3D scanning, and holographic imaging and other technologies are present for a total state-of-the-art experience. Visitors can also climb on board an innovative vehicle experience on the first floor or simply stroll around the VR interactive experience - a venue geared up for a multi-person immersive experience.



A new two-storey VR venue has opened in the Disneytown complex of Shanghai Disney Resort. Courtesy of SoReal, the first flagship store in Shanghai opened in September along the lakeside of Disneytown. The first floor has a variety of immersive experience projects with the second floor

Ultraman themed zone lands at Shanghai theme park



Chinese leisure park operator Haichang Ocean Park Holdings has unveiled a new themed zone dedicated to Japanese superhero Ultraman.

The move comes to attract more visitors in the wake of China's numerous Covid-19 lockdowns. The park's aim is the cult Japanese superhero attraction will reverse fortunes and increase spending inside the park, focussing on food, drink, souvenirs and generate revenue at the gate through entrance sales.

Ultraman is a hugely popular character in China among children and adults. Haichang's strategy of depicting well-known characters at its park to boost in-park spending will continue with Ultraman. Haichang has business throughout China and opened its Shanghai park in 2018.

Named The Ultraman Themed Pavilion, it has both indoor and outdoor sections and is one of the largest Ultraman attractions at any park worldwide. Speaking at an opening ceremony, a spokesperson for Haichang commented: "We put our heart into designing many unique experiences themed around Ultraman. Ultraman Theme Pavilion is the world's first jointly created by Shanghai Haichang Ocean Park and Xinchuanghua. It will be located in the Undersea Wonderland themed area in Shanghai Haichang Ocean Park integrating exhibition, performance, food, shopping and interactive entertainment equipment to create a comprehensive Ultraman themed experience."

The attraction is targeted at both adults and children. The indoor section features a theatre and an exhibition area where Ultraman figures and

monsters are on display. Guests will find a merchandise store selling novelty toys, clothing items and character goods exclusive to the park. The park boasts a themed restaurant with its menu including ramen noodles in pork soup with some toppings shaped like Ultraman. Haichang is also planning to build an Ultraman-themed hotel in the future.

In the outdoor facility, there is a 12-metre-high statue of Ultraman Zero - a great opportunity for fans of Ultraman to get a photo with their hero. The square hosts various experiences and encourages guests to take photos and upload images to social media. Its shops sell ice cream shaped like Ultraman and spicy 'monster-flavoured' popcorn.

The park covers 300,000sqm and features an aquarium and playground equipment. It welcomes 3.5 million visitors each year, according to Haichang.

The Chinese government maintains a zero-Covid policy, which has hamstrung the tourism industry in the country. The number of visitors reached 1.45 million in the first six months of this year, a decrease of 22% from last year.

Shanghai Haichang Ocean Park has a huge catchment area, surrounded by 25 million people. It aims to tap into that as it focusses on increasing visitor numbers to its theme park. Steps such as the introduction of the highly popular Ultraman character are paramount to the growth of Ocean Park both now and into the future.



Jinma Rides constructing suspended roller coaster in Egypt



Due to open to the public by the end of 2022 (at the time of print), Jinma Rides' 16-seated suspended roller coaster XGC-16B, is currently being installed at an undisclosed location in Egypt.

Featuring an advanced design, the ride is set to thrill and entertain passengers by providing them with an unparalleled riding experience. With a footprint of 80-metres by 39-metres, its themed train carriage has a capacity of up to 16 passengers and hangs beneath the track to provide park guests with a totally different experience to that of the usual riding position above the track.

Once secured onboard, passengers are chain-lifted along the lift hill up to a 20-metre-high dive pad, and from there experience the dips and dives, twists and rolls, inverses, and spirals of the ride, performing all the heart-pounding activity you would expect from a thrill ride throughout the trajectory. This thrilling coaster can entertain approximately 480 visitors per hour and aims to be a major attraction for any park.

The track contains many elements of a traditional roller coaster, such as a Banked Turn, Lateral Subduction, Lift Hill, Dive Drop, and so on, all with the aim of providing riders with an exciting and varied experience.

The track height is 20.5-metres and the ride's maximum speed is 63km/h. For key components - such as motor reducer and other electrical components - Jinma always adopts reliable brands for its rides such as SEW, Schneider and Siemens to ensure the reliability and stability of its coasters. As well as the anti-reverse rack, Jinma has designed additional brakes for the train to meet its safety redundancy concept. The train also has an advanced shock absorption system to prevent the adverse impact of the change of acceleration on passengers, while the seat has a front and rear shock absorber system to increase comfort.

Other ride features include: an intelligent judgement and display screen - meaning the control system can show any fault points directly on the panel, which greatly facilitates the maintenance of equipment and saves time when troubleshooting; high strength alloy steel is used in important axles of the vehicle body, which is light in weight but very strong; shot peening rust removal + two coats of epoxy zinc-rich rust-proof primer + two coats of acrylic polyurethane topcoat are used to ensure rust prevention; the entire ride is simulated by ANSYS mechanics simulation software, which is



Popular funicular railway back on track with The Peak Tram



1st Generation Peak Tram

The oldest double reversible funicular railway in Asia has been given a makeover and returned to the tracks this summer.

Known as The Peak Tram and located in Hong Kong, a journey on-board takes in the spectacular Victoria Harbour, rising four metres per second along its 1.4km track to its summit of 1300ft above sea level. This historical tram opened to the public in 1888, and after over 100 years of service, the line has undergone maintenance fit for modern day purposes with the sixth generation Peak Tram. Its upgrades include a redesigned tram car and enhanced facilities on-board. The two new cars have an enlarged capacity of 210 guests - an increase of 75%. As a nod to history, the cars are adorned with a bespoke Peak Tram Green, to reflect its heritage and earlier third and fourth generation tramcars, while presenting a new look to the public. The new Peak Tram has been manufactured in Switzerland by Garaventa, CWA and Frey, which are among the only companies in the world specialising in funiculars.

Guests riding on-board will be able to see more from the tram with larger windows installed, eradicating obstructed views, and seeing the Hong Kong skyscrapers with better panoramic views. The tram is wheelchair and disabled-access friendly, including various parking bays and facilities, a wheelchair friendly ticket counter and gate, Braille map, a vertical lifting platform at Central Terminus and Peak Terminus and step-free access from entrance to tramcar.

The tram terminal has also been refurbished. An integral element of any visitor attraction is its queue line with attractions keeping guests entertained with information and immersive experiences before the actual attraction. The Peak Tram team has created various activity areas, including the Eye of Infinity, a 33ft sculpture, featuring a fascinating light display. There is also a video highlighting the various wildlife at The Peak. Other areas include An Icon is Born; Go Wild at The Peak: Immersed in Nature; and Once Upon a Tram, which exhibits the historical achievements and timeline of the most important moments of the tram's 134-year existence.

Commenting on the investment of the refurbished tram system, Martyn Sawyer of The Hong Kong and Shanghai Hotels, said: "This is a very exciting milestone. The Hong Kong and Shanghai Hotels invested HK\$799m (£89m) in this project as a reflection of our belief in its importance for Hong Kong and to offer a more enjoyable and comfortable experience. We believe The Peak Tram can proudly take its place among the world's best tourist attractions."

Passengers travelling on-board will also be dazzled by a quirky illusion as they go uphill, the high rises of the tram ride appear to fall towards The Peak.

Once at the summit, guests can enjoy Sky Terrace 428, the highest viewing terrace in Hong Kong, taking in beautiful scenery and the tranquillity of green landscape, overlooking Victoria Harbour and the South China Sea.



5th Generation Peak Tram

May Tsang, General Manager of the Peak Complex, described to *InterPark* the revitalised tram.

***InterPark:* It must have been a proud moment seeing the refurbished Peak Tram come to fruition?**

May Tsang: "When we saw the completion of the refurbished sixth generation Peak Tram, it felt like we were witnessing the achievement of a huge milestone. The Peak Tram has served Hong Kong citizens since 1888, from the first-generation Peak Tram, which accommodated just 30 passengers."

***IP:* How important were the experience zones in the new terminus?**

MT: "With all aspects of this renovation project, the passenger experience has been our top priority, in addition of course to passenger safety and comfort. The Peak Tram is no longer just a means of transportation, and whether stepping into the rear car area at the entrance of the terminal or experiencing the joy of taking a first ride, the new-look Peak Tram offers visitors a multitude of different feelings and sensory experiences, ushering in a vastly improved passenger experience. We've installed an exclusive art sculpture created by Australian artist, Lindy Lee. The sculpture of Eye of Infinity will be appreciated by all guests. The evolution of the Peak Tram is in itself an important milestone in the development of the attraction."

***IP:* How long does the journey up to the summit take?**

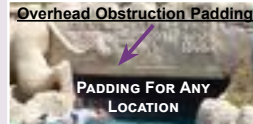
MT: "It takes around 15-20 minutes from The Central Terminus to The Peak Terminus. Peak Tram services have also been strengthened to meet passenger demand when necessary."

***IP:* What are the projected visitor numbers?**

MT: "The Peak Tram has proudly served Hong Kong for 130 years and is now one of Hong Kong's most popular tourist attractions, drawing more than six million people every year. With the latest upgrades, we are committed to helping The Peak Tram grow together with Hong Kong and maintain its position as one of the world's oldest and most famous funicular railways, ready to welcome an increasing number of visitors."

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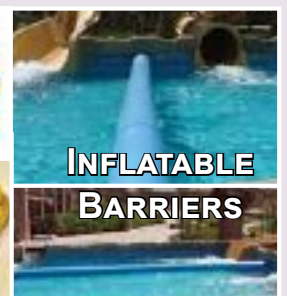


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BUMPER BOAT TUBES



MIDDLE EAST

Miral unveils new visual identity



Miral, Abu Dhabi's leading creator of immersive destinations and experiences, has unveiled its new visual identity and first brand campaign, signifying a new chapter of growth as it strives to be the region's most impactful, influential leisure, tourism, and lifestyle entity.

Mohamed Khalifa Al Mubarak, Chairman of Miral said: "Miral delivers sustainable, long-term value, that contributes to the positioning Abu Dhabi as a global tourism hub. The new decade is set to be marked with accomplishments of great magnitude, that reflect a renewed promise through integrated destinations, underscored by a relentless commitment to evolving the capital's tourism ecosystem and growth."

Today, Miral conceives, creates, develops, operates, and manages immersive destinations and experiences that attract visitors from across the world, creating unforgettable memories, that accelerate the realisation of the Emirate's economic diversification. Its track record of excellence and success has positioned it as a trusted partner within the industry, while also creating over three thousand job opportunities within the leisure and entertainment industry.

Mohamed Abdalla Al Zaabi, Group CEO of Miral, said: "Miral is committed to transforming the leisure and entertainment industry in Abu Dhabi and our rebrand signifies how we will aim to deliver on this promise and contribute to economic growth of the Emirate. The new brand reflects the way we are reimagining and evolving an integrated visitor experience, creating unforgettable memories and moments of joy for both residents and international guests. With this, we will continue to position our destinations as top global choices for leisure, entertainment and tourism."

The new visual identity was revealed at an internal event, which included a unique metaverse activation mimicking the new campaign, the reveal of the new visual identity and new subsidiaries' hierarchy, as well as the values of being progressive, committed, and joyful.

Miral's new logo is inspired by the theme of connecting and enriching. Miral aims to connect partners and employees under a common ideology

and purpose – to connect people in the moment at an experience or destination. The three lines of its logo represent Miral's three pillars: people, the importance of the commitment and passion of Miral's employees to bring to life its ideas and how Miral is dedicated to their development; community, how Miral's experiences and destinations positively impact the communities and cultures it serves; and environment, reflecting how Miral considers the environmental impact of its destinations and experiences and balances growth with a sustainable future.

The brand elements are representative of zeros and ones, reflecting Miral's commitment to become a data driven organisation, using the most advanced technology to allow for an in-depth understanding of guests to create more personalised and memorable experiences for them.

Miral also announced its three subsidiary names falling under the unified brand: Miral Destinations, previously Experience Hub, Miral Experiences, previously Farah Experiences and Yas Asset Management.

In the coming years, Miral will be focused on the development and delivery of major landmark projects across Abu Dhabi. One of the main ones is SeaWorld Abu Dhabi, the next-generation marine-life park opening in 2023 on Yas Island. Two other iconic projects on Saadiyat Island, are teamLab Phenomena Abu Dhabi and Natural History Museum Abu Dhabi, of which Miral Started developing this year. Miral will also continue its role of developing and overseeing Yas Island as well as overseeing the destination strategy for Saadiyat Island, creating integrated and unique offerings across the Emirate.

Guided by its ambition to be a customer-centric, progressive, and efficient organisation, Miral says its strategy for the next five years will be fuelled by its focus on continuing to grow and develop Yas Island as a successful destination as well as delivering new leisure and entertainment destinations and ventures that generate sustainable value, while contributing to the diversification of Abu Dhabi's economy.

New balloon ride set for Dubai Global Village

Global Village in Dubai has announced an eye-catching new attraction - the GV Big Balloon.

Dubai's multi-cultural theme park gave rise to the helium balloon, reaching the height of a six-storey building and offering impressive panoramic views for guests hopping on-board. Global Village promise a one of a kind helium balloon ride that will rise over 200ft above ground, providing spectacular 360° bird's eye view across Global Village and the Dubai skyline. Dubai Global Village prides itself on excellence - a case in point being the park received a five-star rating for the fourth consecutive year by the British Safety Council. It was also awarded the 'Sword of Honour' for the past three years.

Naveen Jain, Director of Business Development of Global Village, commented on the new jewel in the sky.

InterPark: How did the idea of a balloon attraction originate?

Naveen Jain: "The idea for GV Big Balloon is rooted in Global Village's success mantra, which is to craft a unique guest experience using data, guest feedback and out-of-the-box thinking to provide an unmissable line-up of attractions, shopping, dining, and entertainment.

"Every year as part of our off-season planning, we spend a significant amount of time travelling the world looking for inspiration and how we can continually bring the best the world has to offer to our destination. A balloon ride experience is on many people's bucket lists, so we're thrilled to be able to offer this opportunity to our guests for Season 27, experiencing spectacular 360° views."

IP: What was the timeline of initial discussions to its reality?

NJ: "We've been working on GV Big Balloon virtually since finishing Season 26, when we welcomed a record-breaking 7.8 million guests in six months. As with any new attraction and experience at Global Village, we conduct

research and rigorous due diligence across the conception, design, and delivery stages. Specifically, this experience has been curated to exceed the high safety standards that have been established by Global Village in recent years. Another critical element was finding the right partners who shared our passion and vision in making the Global Village Big Balloon a reality. It's a true partnership approach across a few teams to deliver a new experience that is as high six-storey building, measuring 65ft in diameter yet able to accommodate up to 20 people of all ages and is also wheelchair accessible."

IP: What were the challenges of the project?

NJ: "The key challenge really comes when you combine the size and scale of such an attraction, with the need to meet our own world-class health and safety standards and deliver an experience that is fully accessible for all ages. This required us to map out an extensive and detailed customer journey and implement all the necessary technical and structural tweaks and modifications accordingly. Also, sourcing the various components from around the world that were needed to create this giant helium balloon, including the required regulatory and standards approval, was another challenge the team had to overcome to ensure GV Big Balloon was ready."

IP: What are you expecting from this new experience?

NJ: "Global Village is about uniting cultures and creating wonder. We strongly believe the world's diversity and creativity is a limitless source of excitement. Every season we look to make sure our guests can experience new and exciting attractions and Season 27 will be no different. While guests can look forward to a wide variety of new experiences like the Global Village Big Balloon, there are also many favourites returning. We hope this magnificent attraction becomes a new landmark in the sky and one of the many reasons guests will want to keep coming to Global Village as we look to continue to set the standard for family-focused entertainment in the region."



WATER PARKS

New waterpark resort heading to Texas



Waterpark specialist Great Wolf Resorts is to create a new resort heading to the city of Webster, near Houston, Texas. The entertainment complex is scheduled to open in 2024.

The Great Wolf Lodge Gulf Coast Texas will house a 532-room hotel and a 95,000sqft indoor waterpark.

The accommodation will feature Great Wolf-themed suites with a choice of a log cabin or wolf den and themed with bunk beds and Great Wolf character theming. Several dining options will be available from pizza and burgers to upscale dining and premium ice cream at Wood's End Creamery.

The waterpark is to be fitted with slides, tube slides, raft rides, activity pools and splash areas, while a 58,000sqft family entertainment centre known as the Great Wolf Adventure Park will offer a variety of family-friendly attractions. Meeting and event facilities include more than 11,000sqft of flexible conference space with breakout rooms, built-in A/V technology and customisable catering options.

Sustainability will be key to the project with Great Wolf Lodge Gulf Coast Texas featuring a number of energy and water conservation measures, such as energy saving LED lighting and special water filters to reduce consumption.

The resort will be invested to the tune of US\$200m from Great Wolf's shareholders Blackstone and Centerbridge Partners, as well as a \$127m mezzanine loan from VICI Properties.

Murray Hennessy, CEO for Great Wolf Resorts, said: "With millions of families visiting our resort in Grapevine, we know Texas families love the Great Wolf Lodge experience and we're excited to introduce our second resort to the Lonestar State. A hallmark of Great Wolf Lodge is that we help families strengthen their pack by offering a fun-filled getaway that is close, convenient and carefree.

"This second Great Wolf Lodge resort in Texas would not have been possible without the tremendous support of the city of Webster and Harris County, as well as our shareholders Blackstone and Centerbridge Partners."

Four WWA 2022 Awards for WhiteWater

At the recent World Waterpark Association Show in Las Vegas, Nevada, WhiteWater was honoured with four Leading Edge Awards for its achievements in extraordinary projects.

The awards were won thanks to projects in Water World Ocean Park Hong Kong, China; Aqua Nick at Nickelodeon Hotels & Resorts Riviera Maya, Mexico; Wild Rivers, USA; and Baha Bay at Baha Mar, The Bahamas.

Concretely, Aqua Nick is the biggest theming project WhiteWater has ever created in its 40-plus years of history - bringing the world of Sponge Bob, PAW Patrol, Teenage Mutant Ninja Turtles, and other storylines to life across 11 water slides, a Rain Fortress 5, AquaPlay 200, Splash Pad, and Lazy River.

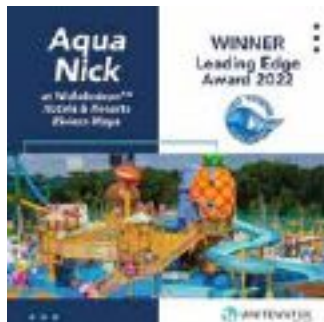
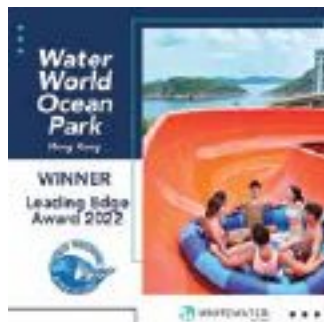
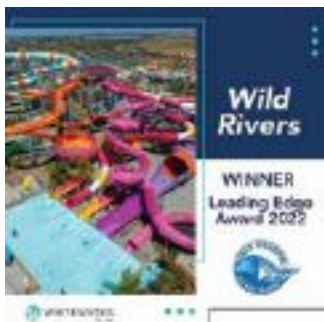
According to WhiteWater, this water park "successfully uses intellectual properties with built-in audiences to immerse guests in a fictional world full of fun and excitement, for toddlers, thrill seekers, and everyone in between. It is a testament to the remarkable artistry, design skills, and teamwork between all partners involved."

WhiteWater describes its achievements as projects that have "demonstrated originality, creativity, and first-rate engineering, providing new experiences for water park guests in different parts of the globe."

"Through incredible collaboration between our teams, clients, and partners, we are able to build impressive water parks that push boundaries



- both technically and creatively," said WhiteWater President, Paul Chutter. "Each of these parks brings guests experiences not to be found anywhere else in the world, with attractions that will soon be established icons."





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WATER PARKS

ADG champion surfing experience for all abilities

Aquatic Development Group (ADG) has recently collaborated with a team of expert disability advocates to evaluate the inclusivity, accessibility, and potentially therapeutic benefits of the wave, for all abilities.

The company behind EpicSurf teamed up with Justin Speegle, a Rhode Island surfer and retired Air Force Colonel who sits on the board of directors for non-profit, AMPSurf, whose mission is to share the joy and therapeutic effects of adaptive surfing with veterans, and adults and children living with a range of disabilities. For this event, EpicSurf welcomed adaptive surfing instructors, volunteers, and advisory board members.

"As an adaptive surfing instructor, I found that EpicSurf creates a consistent medium that lends itself to surfing therapy. Not having to deal with tides, winds, and swells would make managing a surfing therapy session easier," said Speegle.

Meanwhile, Michele Ferrauilo, Albany, NY Veterans Affairs, Director of Adaptive Sports commented: "EpicSurf is great for individuals that do not live near water. Especially, for individuals who fear the ocean, giving them an opportunity to surf in a controlled setting with support. There is potential to adapt to individuals with disabilities, both physical and mental health diagnosis."

The event was also joined by Christiaan "Otter" Bailey, a highly decorated adaptive surfing champion, Captain of the USA Surfing Team, multi-seat board member including USA Surfing and International Surfing Association Para-Surfing, and to date, the only adaptive surfer to charge Mavericks and Pipeline.

This experienced collective of ocean surfers, many retired veterans with invisible wounds, assessed the entire EpicSurf experience through the lens of the adaptive surfer, testing every possible wave riding scenario. The experts experimented with a variety of surfboards, body boards, adaptive boards – they role-played wipeouts, analysed surfaces, construction materials, water conditions and velocity, pool entrances and exits – examining every possible adaptive situation.



SIGNATURE WATERSLIDE DESIGNER presents

RIFT

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Severn Lamb

It's been a busy year for Severn Lamb, the visitor transportation and engineering specialists based in the UK. The company finished this summer with its latest commission at Dreamworld Theme Park, located in Queensland, Australia, in which Severn Lamb conducted restoration work on the Dreamworld Express train.

The railway has been open to the public since 1981 and this year, Severn Lamb worked in partnership with Dreamworld on the refurbishment of the beloved train, which has welcomed millions of guests throughout its rich history.

Severn Lamb elected for an authentic approach to its work - respecting the heritage of Dreamworld's locomotive and carriages of yesteryear with the new carriages faithful to the nostalgic look and feel known by the original Dreamworld Express.

It was another milestone moment for Severn Lamb, which has over 75 years of experience with transporting guests through trams and trolleys, park trains, road trains and custom projects.

InterPark spoke exclusively with Severn Lamb to find out more.

InterPark: What key upgrades took place as part of the refurbishment?

Matthew French, Severn Lamb: "We supplied brand new carriages, fitted with remote locking carriage doors, a modern PA and lighting system, alongside CCTV and the associated monitoring interface. These carriages can also carry more passengers with up to 36PAX per coach, now inclusive of wheelchair accessibility, a key factor for the client when approaching the restoration."



IP: How long did the process take?

MF: "From contract agreement through to delivery onsite the project took six months. The physical manufacturing process took around three months, and the carriages were on the water for one month. With a tight deadline in place, we needed to have everything completed for the grand opening in conjunction with the summer season."

IP: Were there any unexpected problems?

MF: "Australia has some very strict rules as to what timber can be imported even if said material has already been built into product. We therefore had to source specific materials certified for import when finalising the coach's design. This did not detract from the look and feel of our coaches and the shipment successfully made it through customs with no issues."

IP: What was the most challenging task?

MF: "The organisation of freight was one of the largest obstacles, with no quotations being held for more than 24 hours at the time of departure. This issue was compounded by shipping routes changing, sometimes only hours before setting sail. Thankfully our projects team managed to organise a swift shipment taking just under four weeks to reach Brisbane port from the UK."

IP: What can we expect from Severn Lamb moving forward?

MF: "We have a number of exciting projects on the horizon; some of which are still under wraps. Our most recent commission being two highly



themed, battery electric park trains, awaiting commissioning at the Island Waterpark North in Qatar.

"Our current project filling the factory, set for delivery at the end of the year, is a bespoke period park train, destined for Dayton History in Ohio, US. A truly beautiful vehicle and eco-friendly with its battery electric drive system."

IP: What does Severn Lamb signify to you?

MF: "Heritage, passion and customer satisfaction."

IP: Describe Severn Lamb in one word.

MF: "Dedicated".

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IAAPA Expo Europe closes 30% up

After returning to London for the first time in more than a decade, IAAPA Expo Europe finished at ExCeL London in September with 11,474 registered attendees, including 7,510 qualified buyers representing 4,408 buying companies, and 530 exhibiting companies.

"It was everything we had hoped it would be as the global attractions industry continues to navigate new challenges that have arisen over the last several years," said Peter van der Schans, executive director and vice president for IAAPA Europe, Middle East, and Africa (EMEA). "Bringing together thousands of attendees from around the world is just one aspect of IAAPA, but it's something we do well. I hope everyone, from exhibitors and buyers to industry veterans and session speakers, left feeling inspired to continue the exceptional work they do at their respective companies."

The event kicked off with a programme full of educational opportunities and highlights, which saw Chessington World of Adventures Resort play host to an EDU Tour, Safety Day, and Sustainability Day events. The same day, Indoor Entertainment Day attendees visited Immersive Gamebox, Nickelodeon Adventure Lakeside, Orsett Hall Hotel, Puttshack and Wipeout Lakeside. Tuesday's opening ceremony gave van der Schans the opportunity to formally introduce himself to expo attendees for the first-time ever as the new leader of IAAPA's EMEA region. He shared the stage with Hal McEvoy, ICAE, President and CEO IAAPA; Duncan Phillips, Founder and Managing Director of 360 Play, Chairman of BALPPA; Amanda J Thompson O.B.E., CEO from Blackpool Pleasure Beach; and Ken Whiting, ICAE, 2022 IAAPA Chairman of the Board, President, Whiting's Foods at SantaCruz Beach Boardwalk.

To recognise Blackpool Pleasure Beach's long-time relationship with IAAPA, Thompson was presented with a 75+-year member ribbon to display on her attendee badge all week. This was the first-time ever IAAPA has presented such a ribbon to highlight one of the longest-standing memberships in the Association's history.

Attendees at IAAPA Expo Europe represented 94 countries led by

the UK, France, Netherlands and Germany. "The excellent learning and networking opportunities at this year's IAAPA Expo Europe are a reminder that the global attractions industry is resilient and is striving to move forward," said Hal McEvoy, IAAPA's president and chief executive officer. "Expo is an event unlike any other where industry leaders get together to share their successes, learn about the next wave of innovation, and see how they can improve their own business operations by talking to others. The professional development opportunities hosted by IAAPA with the help of industry leaders and experts prepare industry team members for career growth in this dynamic industry."

Conference attendees were able to participate in 20 education sessions that featured more than 100 industry speakers and veterans.

IAAPA Expo Europe 2023 will take place in Vienna, Austria, from 25 - 28 September.



IAAPA Expo Europe Highlights



Antonella Dosso, Marco Grigolo, Fabio Martini, Alberto Munoz from Technical Park



At the Waves booth; David Cappelletti, Dylan Taylor, Neil Walsh and Jim Stuart



Steve Boney, Denia Ellysy, Torsten Schmidt and Eduard Casadevall from Maurer Rides



Sascha Czibulka, Lukas Spieldiener, Daniel Schoppen, Michele Jehle and Bruno Lancetti from Intamin



Vex Players



Giulia Florian, Stephane Battaille and Laurence Beckers from Alterface



Katia & Wyeth Tracy from Empex Watertoys



SBF



Nico Tienpont from Van Egdom

IAAPA Expo Europe Highlights



Dominik Werra, Andre Warnecke, Lars Hartmann and Mirko Schulze from HUSS



Juien Henricot from Vex Adventure



Zamperla



BoldMove Nation booth



On the Meticulous booth; Paul Mowbray, Dean Weal, Dan Tippetts and Aaron Bradbury



On the Fabbri Group booth; Cristiano Marchetti, Luciano Balzano and Edward Cromheecke



Yannick Maes & Reinhart Viane from KCC



Michele Bertazzon & Angelo Signorotto from Bertazzon

IAAPA Expo Europe Highlights

Alterface

Alterface presented Action League, The Interactive Revolution. It offers up to 1,000 players per hour and is a fast-moving, immersive team competition within an exciting arena environment. It also boasts a compact footprint, adaptable cycling and a unique preshow queue system. Having been awarded the 2021 IAAPA Brass Ring's 'Best New Product Concept: Major Attraction' award, Alterface went on to collaborate with P+A Projects to refine the initial concept and bring it to market. Players sit on a rotating platform and spin into competitive endeavours. Scalable from 36 to 72 players at a time, it can be easily integrated with any infrastructure and is powered by Alterface's signature Salto show control. Fully customisable, it can be easily adapted to local tastes and cultures and three turnkey theming and media packages have already been developed.



Boldmove Nation



Boldmove Nation presented three different IPs for its latest interactive ride, Smash & Reload (TooMush, in co-creation with Polymorph; Daltons, and Marsupilami from Mediatoon Licensing), which features ride technology from Triotech. As well as this, the company's new AR Dino Portal - created with partner ActiveMe - was demonstrated on the booth by Product Manager Sven Popelier. He guided visitors into a 360° virtual underwater world and jungle, populated with ancient Dino creatures. The portal is part of the AR Hybrid Quest, an adventure trail that can be played on the smartphone or table.

BoldMove's Managing Partner Anja D'Hondt said of the show: "Someone asked me for my show highlights, but it was just three fun days of non-stop energising conversations with inspiring people, on and off the booth during the many events. BoldMove Nation is all about collaboration and in an industry with so many passionate and talented people it's a true joy to connect with everyone."

Convios

Convios welcomed guests to experience the software developer's new features. The Convios all-in-one eCommerce platform is designed to give leisure operators the tools they need to connect with their visitors, enhance guest experiences, increase conversion rates and manage internal operations, all through one cloud-based platform. Visitors to Convios' booth were able to experience the fully integrated end-to-end sales and marketing platform in action, by recreating the guest experience at a destination before, during and after their visit. As they explored different areas of the stand including a 'Mission Control' deck, they saw first-hand how guests can book tickets, access venue information and how the venue can manage all of this from one central control panel. Convios showcased new integrated features including Google's 'Things to do' functionality and its sentiment engine for online review analysis.



Dotto Trains

Dotto Trains, a leading manufacturer of tourist trains, continues to invest in research and development of new solutions for sustainable mobility. The growing demand for electric locomotives in recent years has led the company to accept the challenge of designing a new electric car, completely revamped in terms of both body design and performance. In the year of its 60th anniversary, the company decided to pay tribute to its own visionary founder, Ivo Dotto, taking inspiration from his name for the branding of the new electric locomotive model. The locomotive IVO22 is meant to be a strong signal of innovation and once again a proximity to the theme of sustainability for the company. A theme that not only sees the company engaged in the design of new and more efficient electric vehicles, but also sees it active in all three spheres of sustainability: environmental, social, and economic. In the past year, Dotto has also decided to embark on a path that aims to align its actions as a company and as individuals, with the guidelines outlined by the UN through the 2030 Agenda for Sustainable Development. Upon entering the exhibition booth at the IAAPA 2022 held last



September in London, one had the feeling of being completely surrounded by nature. This was to once again make visitors feel the company's strong commitment to sustainability and environmental issues.

On display was the new IVO22 electric locomotive from the Dotto Trains product range, great chance to let the new product tried by many pleased customers! Great show!

ETF Ride Systems



ETF Ride Systems presented some of its latest projects on its stand including, among others: Volkanu (attraction by Sally Dark Rides), its water ride Tiki Splash Roulette, Maus au Chocolat, and its new ride at the experience museum Grotte Cosquer. ETF offers a broad range of ride concepts; trackbound or trackless rides; a ride in the water, on the ground, elevated or suspended; all its ride concepts have the flexibility to integrate specific customer requirements.

The Giant Company

The Giant Company presented the UK launch of The Giant. Standing over 10 storeys tall, its arms and head can move to a number of positions and its patented skin - a matrix of millions of LED pixels - instantly takes the form of any man, woman, boy or girl from historical figures. Visitors to the show were scanned inside the exhibition space and uploaded onto the giant statue resulting in the world's most spectacular selfie! The Giant unveiled new features at IAAPA, including a two-metre-tall prototype Giant Head covered in addressable LEDs that can be transported anywhere to demonstrate proof of concept and wow the public. Alongside this, a volumetric scanning system with bespoke software was presented, which can instantly create still and moving scans and map them onto the Giant Head. The scans can be transported into augmented and virtual reality settings and created as NFTs.

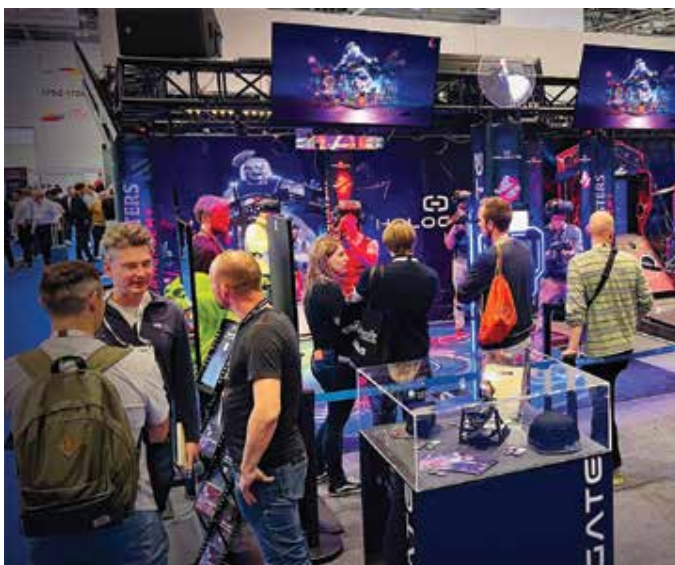
The Giant has also reconceived its unique interactive exhibition. The new design features a fully immersive, 45-minute-long experience that aims to thrill, entertain, and educate. From the recesses of time

and legend to the present day, the mixed media experience brings visitors face to face with gargantuan mythological creatures to the gamechangers throughout history.



IAAPA Expo Europe Highlights

Hologate



Hologate found the show to be a huge success and it was “honoured to be a platinum sponsor.” Promoted at the show, Hologate has partnered with Sony Pictures Virtual Reality (SPVR), in association with Ghost Corps, to create two distinct games on Hologate’s pioneering multiplayer VR platform, Hologate Arena, and its premium VR motion simulator, Hologate Blitz, set in the world of Ghostbusters.

“Sony Pictures VR is doing incredible things for virtual reality, and we’re thrilled to collaborate for this new experience,” says Leif Petersen, Hologate’s CEO and Founder. “Ghostbusters VR Academy is a natural fit for Hologate’s Arena and Blitz platforms. It transcends reality so players can create memorable moments while fulfilling long-time wishes to operate iconic Ghostbusters equipment. We can’t wait for players to step inside this world.”

Hologate gave lucky show attendees a sneak peek of Ghostbuster VR Academy before IAAPA Expo in Orlando. Operators, distributors, and die-hard Ghostbusters fans from around the world, lined up at the booth to experience it for the first time.

Intamin

Intamin unveiled a new and unique media-based attraction: The Motion Tower. A state-of-the-art screen-based ride that offers guests never-before-experienced sensations in a flying theatre type ride. The theatre seating allows each of the 90 passengers an uninterrupted view of the screen. The gondola can move in three degrees of freedom (3DOF) and can be precisely programmed to synchronise with your desired media content. Pitch and roll movements of the gondola can achieve up to $\pm 15^\circ$ (at a speed of up to 15° per second), whereas the vertical heave/drop movement with 19m of vertical stroke can reach speeds of up to 5m/s and $\pm 0.5G$. The vehicle tracking audio system directs sound to the exact position of the gondola at any given time to ensure the best acoustic experience, wherever your guests are. All these characteristics allow for a highly dynamic ride experience with unique ride movements: The next level of immersive experiences for your guests. Intamin’s ergonomically shaped seats with individual over-the-shoulder-lap-bar ensure maximum freedom and comfort as well as



highest safety. Additionally, the seats can be equipped with 4D effects like wind, scent, vibration, and unique sound system incorporated in the seats to make the storytelling of your adventure even more immersive.

Interlink

Interlink announced its latest attraction opening at the brand-new Lost Island theme park in Iowa, USA. The water battle attraction named ‘Awaati Water Battle’ is just one of two attractions that Interlink will supply the park with. The other, a super flume ride called Yuta Falls, is to open in the coming months. The attraction consists of seven boats with each boat seating eight riders onboard, in a back-to-back configuration. Complete with water cannons, for riders to shoot water through at other boats and unsuspecting guests on the shore as they slowly make their way around the water course.

The Lost Island theme park is divided into five unique realms, each with an avatar representing each one of the elements – Fire (Mura), Earth (Yuta), Air (Udara), Water (Awa) and Tamariki (spirit). With Interlink’s Awaati water battle located in the Awa Water Realm section of the



park and Yuta Falls to be in Earth. The family-run, Lost Island Theme Park opened to the public for the first time on Saturday, June 18, 2022, accompanying the pre-existing Lost Island Waterpark.

Maurer

Maurer presented two new concepts at this year's IAAPA Europe – Spike Fun and Spike Tilt Seat. Presented as part of its 30th anniversary celebrations, Spike Fun complements the possibilities and strengths of the Spike Racing Coaster and is ready for a high transport capacity. Several rickshaws for two passengers sitting side by side can be coupled to form a train for up to eight people. It also features all-purpose multiple launch up to 1G; all-new energised thrill and upside-down elements; freely controllable speed and motion; it is energy efficient, including recuperation; double power with an optional second engine.

Spike Tilt Seat can be controlled automatically or interactively by the passenger with the joystick. The seat tilts backwards and forwards during the ride and depending on the ride manoeuvre, increasingly extreme seating positions can be achieved, generating a completely

new roller coaster feeling. Whether during take-off, camelback, loop, wheelie or jump – when the seat tilts, it always feels different depending on the timing. Features include: two tilt options; two restraint option – belt or hip bar; two seat styles – with or without headrest depending on whether thrill or family ride.



Minigolf. io



Minigolf.io made its European debut at the show - a new transforming mini-golf attraction that brings arcade style play to the proven mini-golf attraction. With its floor-changing technology, in under 4sqm, 100+ courses can be selected from a touchscreen. This attendant-less attraction can be integrated with coin-op, card readers, credit card readers, and more. Its eye-catching LED flooring creates a true “attraction” catching customer attention and drawing them in. This classic, now modern all-ages fun can be added to any arcade, resort, fun centre, bar, bowling alley, or designated space and can be played indoors, in any season, regardless of the weather.

Sacoa

Sacoa told InterPark, that it was a full three days of quality traffic at the IAAPA booth, with non-stop clients from Europe, Middle East and Africa looking for cashless solutions. Even though there were seven Sacoa team members, it was not enough during pick times. “The partnership with Sega is working flawless, and Sacoa received positive feedback only,” the team said. “This show kept the pandemic in the past, and everyone is looking forward to the future.”



Sega Amusements

Sega Amusements introduced various new titles at the show including Shipwreck, a three-player skill-based redemption game from manufacturer ICE. The intuitive gameplay sees players toss the balls in the grid to get four in a row to win the big super bonus. Also new is Solar System, a two-player redemption game that takes the classic fun of a marble-drop game into another dimension. Players drop ‘extra-terrestrial’ marbles down the playfield to push ticket discs off the play area and win corresponding ticket values.

Augmented Reality Darts from 501 Entertainment was also presented on the Sega stand. The ultra-bright laser projector superimposes gameplay animations and scores over the dart board and surrounding area creating a fun immersive experience. And finally, there was VR Agent, an attendant-free, coin-operated VR game that brings the best



of arcade shooting in the highly immersive VR format. The “hybrid” controller combines the headset and gun controller in one unit, making the players intuitively place the controller next to their eyes to be transported into the action-packed game. The auto-deployment system that lowers and retracts the controller also dramatically increases VR games throughput like never before.

IAAPA Expo Europe Highlights

Severn Lamb

Severn Lamb was delighted to be exhibiting once again at the IAAPA Expo Europe. With the show being on home soil, it was an excellent opportunity for the team to visit the trade show floor and gain insight into what the rest of the industry has to offer. The show proved to be a great success and the team told InterPark, "it's a real delight to see the hustle and bustle back on the carpet. As always, we're looking forward to the year ahead and progressing client relations both old and new. With several large projects due for completion over the next 12 months, we can't wait to share these updates with our clientele as they progress."



Simworx



Simworx has teamed up with Katapult to design a high-octane ride concept for Simworx's AGV (Automated Guided Vehicle) dark ride – named Overdrive: Ultimate Heist. Publicly launched during this year's

IAAPA Expo Europe, Simworx presented a vinyl wrapped AGV dark ride that looked like a police car – to promote the concept. Attendees were given the opportunity to see the ride vehicle up-close and in-person, demonstrating how it could look if integrated into a ride with this concept. Overdrive showcases the capabilities only possible with a dynamic trackless ride system. The concept provides an example of the limits to which dark rides can be pushed in 2022, delivering an adrenaline fuelled chase around the metropolis as riders role-play as either cops or robbers. The storyline, crafted by Katapult around the AGV, leverages the innovative Automated Guidance Vehicle's USPs as well as incredible interactive effects to create a duelling theme park experience.

"Katapult looked at all the unique elements that really made the AGV special and worked that into the concept. We wanted to highlight the unpredictable motion of a trackless ride and how it could work in a duelling format where riders are pitted against one another as they experience multiple ride experiences and endings. With the AGV being the fastest trackless dark ride within the themed entertainment market, acceleration was a key component to integrate and focus on when imagining the kind of story, we wanted to tell," said Simworx.

Triotech

Triotech used the show to announce its participation in SAGA experience from Puy du Fou Asia, scheduled to open at the beginning of 2023 in Shanghai, China. The SAGA immersive show project is being built in the heart of historical Shanghai and will take attendees back in the 1930s. The site covers more than 40,000m² and will host more than 3,500 visitors per day. Guests will be immersed into an amazing journey through time in an immense walkthrough experience, choosing their path with their friends and family through 26 possible routes. Triotech's European Division, CL Corp has been chosen to design and build seven dynamic platforms that will simulate a real size train and other transportation vehicles with numerous special effects and media to transport visitors into the experience. Its proven pneumatic motion technology has already been used in several projects including the motion of a real aircraft for a WWII museum in France.



Valo Motion

ValoMotion officially launched ValoArena – a headset-free Mixed Reality unit. Designed for activity parks and other indoor spaces, the freeform game requires no wearables for gameplay, allowing players to enjoy maximum physical activity and social interaction. With ValoArena, parks are now able to offer their customers new, exciting attractions that allow unattended operations with practically no preparation time.

“ValoArena is the easiest attraction. We don’t need to do anything to it for it to work. It has been a big hit,” says Mika Jimenez, Customer Service & Park Manager at SuperPark Vantaa, where ValoArena was installed in February. The unit can accommodate up to six players at once which leads to shorter queueing times at busy parks as well as more interactive and social gaming experiences for players.



WhiteWater



WhiteWater made some big announcements regarding its projects, personnel, and products at IAAPA Europe covering topics such as: Responding to Climate Change with Water Conservation; Working to Create a More Sustainable Future for Europe Parks; Extending the Life of Existing Attractions; Strengthening Regional Full-Service Teams; Ground-Breaking Projects in Europe and the Middle East; Maximising Footprint and Interactivity; and Continuing Cooperation with MSC Cruises. The water park supplier also highlighted an expanded wave portfolio, which includes an entirely new wave, FlowCurl and fills the gap between FlowRider stationary surf line and FlowBarrel – a favourite for experts. Offering a wide demographic appeal, FlowCurl’s straight flow section is great for beginners to learn, while the more difficult curling section creates excitement for advanced riders.

Zamperla

Zamperla presented the Junior Shuttle Spinning ride. Spike, multiple launches, and spins combine to deliver the excitement of a big coaster in a compact footprint. “The Junior Shuttle Spinning encapsulates the next generation of our coasters,” said Adam Sandy, Zamperla’s Roller Coaster Sales & Marketing Director. “We now include several key design features into every coaster: reduced cost of ownership, marketable features that make our coasters go viral, component typicality to maximise uptime, and of course, a smooth, exciting ride. All these factors go into conceptualising every Zamperla roller coaster.” Zamperla’s new booster wheel launch system combines fast acceleration with improved electrical efficiency. The system is designed with powered tire units, made up of a high-efficiency motor connected to the tire wheel via a toothed belt. There are no gearboxes, and the launch unit replacement takes minutes instead of hours. The vehicles and their passengers rotate freely around the vertical axis while accelerating through multiple launches and reversing sections. The special rider seating position allows them to interact with each

other and share the experience. At the end of the ride, an automatic alignment station smoothly rotates the vehicle to the station position and locks for the boarding process.





LDC-Brussels

Family focused attractions are a key component to any operation. Here, those working in the sector comment on current trends while we highlight the latest installations making their mark.

Imagination Express at LEGO Discovery Center, Brussels

Merlin Entertainments has launched the first of its next generation Lego Discovery Centres.

With a new look and design, the Lego Discovery Centres will now feature a new immersive experience designed to allow more family learning-through-play activities and will include a new team of Playmakers and Master Model Builders who will continue to inspire guests through fun, interactive Lego Creative Workshops.

With interactive technology featured in 27 dark rides at Lego Discovery Centres around the world, and two more on the way, Alterface was a logical and proven partner, with the team delivering a train ride like no other.

Supplying “magic” devices which families use to collect points, the journey takes guests through an over-sized Lego world into a giant bubble bath, down the plug hole, deep into a brick-built ocean and finally into outer space.

Alterface developed a compact ride based on ETF mystic mover vehicles and media content by Pure Imagination Studios. The attraction

features simple graphic environments, embedded with humour and action, and repeat players are treated to numerous challenges to master the ride and excel. Alterface’s pointing technology ensures engagement with the projection mapping, media and physical targets is seamless.

Giulia Florian of Alterface comments on how immersive family attractions successfully entertain a broad audience across generations. “Striking the right balance of fun across such a broad age range, means the attraction needs to work across several levels,” says Florian. “The aim is for family members to share a common, enjoyable experience, but in their own, individual ways.

“The attraction needs to cater to younger children and allow entry level involvement, it also needs to be satisfying for more competitive riders, and rich enough to entertain people who prefer a more passive experience. In terms of storyline, the same story should speak to different audiences, from young children to more subtle references and humour for adults.”

Pacific Park upgrades bumper cars at Santa Monica Pier



BOTH Pacific Park

Pacific Park is an ocean front amusement park located on the Santa Monica Pier in California. Situated directly over the Pacific Ocean between Malibu and Marina del Rey, it has 12 rides, including the world's first and only solar-powered ferris wheel, and an exhilarating roller coaster that circles most of the park. The amusement park is also home to 14 midway games and food and retail outlets.

Ride Development Company (RDC) was recently asked to replace the traditional style Italian bumper cars featured at the park, with something a little more dynamic. The decision to switch to RDC's Sig Alert EV and Inkie's Sig Alert modern and unique bumper cars was based on several factors.

First and foremost, the unique interactive experience they offer. Cars can be maneuvered forwards, backwards and spin 360°. RDC also offers adult/teen and kids' version of the cars — as such, the company installed a 40ft-by-40ft floor for the adult/teens and a 32ft-by-16ft space right next to it for the kids' cars.

Following the switchover, the park saw a 36% increase in riders in the first year of operation and that number has since grown to 92%.

RDC Cars outlined to **InterPark** why bumper cars still have mass appeal in the technology age, and how too many thrill rides can hinder marketing appeal.

"Family rides are an integral part of most amusement/attraction parks and FECs. To owners and operators, it's a 'sweet spot' investment that appeals to a large majority of their local target audience. Owners and operators realise that offering mostly kiddie rides or thrill rides not only hinders their marketing appeal but limits their F&B and merchandise revenue.

"In general, RDC categorises ride systems in terms of age appropriateness and where they are located in a park or FEC. There are three groupings: kiddie rides, family tides and thrill rides. RDC's bumper cars are catalogued in the family ride arena. It straddles the other two groupings in terms of broad market appeal and ride experience.

"There is something timeless and exhilarating about bumping and being bumped by your family and friends. Plus, you get to drive it! An experience that can never be matched sitting in a chair with a keyboard on your lap or holding a remote controller. In terms of the bumper car sector, we are fairly immune from the modern-day tech-savvy and gamer generation."

Triotech walkthrough launches at Fabland Valley Resort

Triotech recently completed a custom-designed double walkthrough attraction at Fabland Valley Resort in Xiangyang in the Province of Hubei, China.

Owned and operated by the OCT Group, Fabland Valley resort includes six themed areas, with the walkthrough attraction located at the Alien Port, and part of Fantasy Valley Resort.

Triotech's walkthrough experience covers more than 1,000sqm and is called Hive Break. This 12-minute, highly immersive and interactive attraction features two parallel pathways with intertwining narratives.



Triotech walkthrough

Guests choose to battle as pirates or bounty hunters in a sci-fi battle over ancient alien technology.

Each parallel path consists of three unique zones: a motion simulator, a training facility (interactive projection mapping), and an interactive theatre. This double walkthrough attraction offers high throughput and encourages repeat visits as guests experience a different narrative depending on the path they choose in the queue line.

Triotech designed, developed, and manufactured each component of this multisensory attraction, and utilised its proprietary Illusio interactive projection mapping. The custom media content was created by Triotech's studio in Montreal on the UNREAL game engine.

"OCT understand their guests well and recognise the importance of creative attractions that feature advanced technology. This is what Triotech delivers combining the expertise of our teams in Montreal, France, and Beijing," said Ernest Yale, President and CEO of Triotech.

Mr Tian from the Operation Department added: "This walkthrough is very unique and special, the three attractions of each zone are perfectly

connected with the storyline, bringing an immersive experience to visitors of all ages."

Christian Martin – Vice President Communications & Alliances at Triotech explains why immersive attractions are here to stay. "For us at Triotech, family ride means as much across cultures as they do ages. The key is to develop attractions that have a wide appeal regardless of demographic factor. Guest expectations have changed over recent years, they're more demanding than ever, they want to experience something they can't at home. This is mostly due to increased accessibility of gaming experiences like VR video games and computer games. Immersive and interactive experiences are much more common in people's daily life.

"Having said that, I do think immersive attractions are here to stay. People are constantly immersed, and they expect it in an attraction – the more, the better. This is where interactivity comes in, it adds a deeper level of immersion because the guests aren't going through a passive experience, they're taking an active part in it."

Smash & Reload by BoldMove

Smash & Reload is the latest member of BoldMove's family of compact and media-based interactive dark rides, combining fun and immersive gameplay with a smart ride system. Smash & Reload's midway game approach optimises interactivity with focus on a simple and intuitive action, which is based on a two-step approach to balance the skills of all players. This offers an inclusive experience with a broad demographic reach: while being dynamic (moving and rotating), vehicle movements aren't extreme. The ride offers a comprehensive experience which

includes, action, light and sound designed to keep players engaged throughout the ride.

During the ride, players have the option to fulfil an exciting mission to save the city from rapidly replicating TooMush mushrooms, catch villain brothers in the Big Dalton's Escape, or chase food for hungry Marsu babies across a tropical forest. Each game offers an easy storyline and fun, engaging gameplay.



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FEATURE



Smash & Reload's TooMush Mushroom characters from BoldMove

The family-friendly ride can be designed to repurpose an existing building or establish a new attraction at a premium location with super high throughput.

Smash & Reload comes in two shapes: the Original with five vehicles and

the Compact XXS with three vehicles. These can be multiplied, repeating the same content, or offer a different ride each time. The BoldMove design team recreates the classic queue into a dynamic preshow with a bunch of fun elements.

Anja D'Hondt of BoldMove unpacks why popular IPs can be tempting but limiting, trends in the sector and why we're seeing less violence in park rides. "If you look around even the biggest parks, you'll see some family rides are what we would call cheap," she says. "With Smash & Reload, we're using a compact approach, so we can deliver a high-quality experience while remaining affordable. For a family ride to appeal to a wide age group, it needs a wide array of components to ensure it can be enjoyed by everyone. It's about building layers into the attraction, so players of every age can find an element that speaks to them.

"Decor, quality of execution, and a good IP are all vital elements, so we made sure those elements are perfectly dosed, throughout, including a sound system which transforms each vehicle into an auditorium.

Gameplay dynamics must be intuitive and easy to understand, so no prior training is required.

"With Smash & Reload, players of all ages can enter the attraction and immediately start the game, while the high scoring feature and Easter Eggs ensures an extra layer with a competitive element for older guests."

Family-Friendly Virtual Reality at Zone Dubai

SPREE Interactive, a specialist of multiplayer high-throughput VR solutions, is partnering with entertainment distributor, Amusement Services International (ASI), to deliver a six-player family-friendly virtual reality arena to The Zone Amusement Arcade located in Dubai.

Spread across 1,700sqft The Zone is an action-packed community-based Kid's Entertainment Facility located in the Circle Mall at Jumeirah Village Circle in Dubai, where kids can play, test their skills on a huge array of arcade games, celebrate special occasions, and have loads of fun in a safe, hygienic, and secure environment. The fun components of The Zone include physical, interactive, and immersive play areas.

ASI will introduce the multiplayer and free-roam X6 SPREE VR Arena as the optimal attraction for The Zone, offering visitors a multitude of arcade-style and immersive games.

"Since opening The Zone Amusement Arcade, we have been on the lookout for an attraction that caters exclusively to a younger audience. The SPREE VR Arena game library has an excellent pack of interactive and whimsical games, offering the perfect solution for our younger guests," explained Akasha Sharma, General Manager of The Zone. "The games are easy to pick up without any explanation needed, yet very enjoyable and even amusing to watch others play."

With a one operator to six player ratio, SPREE's VR solution can accommodate up to 120 guests per hour, allowing the whole family to have highly immersive, active, fun in one location.

"The SPREE Arena is an ideal addition to any FEC, which targets ages six to 12. The games are designed for high throughput and repeat play, ensuring fantastic ROIs," commented Paul Collimore, Commercial Director of SPREE Interactive. "Leaderboards and seasonal content ensure return visits, and the cheerful content widens any venue's audience to the whole family. He also added, "We're pleased to appoint ASI as our exclusive partner to distribute the SPREE VR Arena in the MENA region. ASI has the expertise to effectively represent and support our product across the region."



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Fabbri Group launches In Control family offering

Earlier this year, Fabbri Group launched In Control, a ride specifically for the parks and family funfair market. The compact ride is available in various capacities and can be easily themed. As such, the first version has been named Pandora and has been built with a 16-passenger capacity. In Control combines a new and interesting mix of movements using hydraulic energy stored in the hydraulic accumulator, giving a boost to the elevation of the various arms. The ride consists of a rotating centre and one main column, which can feature eight or more arms. These arms can be lifted to a height of 12-metres and are able to move alternately up and down or work together in the same direction. At the end of each arm a two-seater car is featured and during the ride, each car makes an oscillating movement created by the up and down movement of the arm, while the centre rotates at 10RPM; the cars can also make a looping action controlled by a break. Each car has a shoulder bar and redundant restraint system, as well as a pneumatic brake. This is all made on a main platform, which can be produced by

the park — either out of concrete or a built trailer mounted for a mobile version.

For Fabbri's Giulia Negri, while a family ride is fit for a wider age group, this does not necessarily mean it will appeal to all age groups. "It's more important that the ride does not have an excessive G-Force turning it more into a thrill ride," she tells InterPark. "A family ride can have exciting elements to it though," she adds. "If you take a Pirate Ship versus a Ferris wheel, they are both family rides, but the pirate ship has accelerations whereas the Ferris wheel is really for all age groups in the family as it moves a lot slower.

"Family rides are of course of importance within an amusement park setting and they are an important part of the mix of rides. Normally, a park will focus on attracting the family to achieve the desired number of visitors. Grandparents, parents and so on, all love to share the amusement park experience with the children."

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PROJECT PROFILE

Defiance | Glenwood Caverns Adventure Park

By David Whitworth

The highest looping roller coaster in the US and also the steepest freefall drop roller coaster in the western US – just two of many reasons why Glenwood Caverns Adventure Park in Colorado has created a furor with its impressive new roller coaster.

Known as Defiance, the attraction is not only a thrill in terms of the ride experience but also for the picturesque view riders receive, set high above the Glenwood Springs Mountain and the Iron Mountain ranges – 1,300ft (400-metres) to be precise – sitting above the town of Glenwood Springs. The spectacular view marries perfectly with the exhilaration riding on-board Defiance. The ride takes its name from the original name of Glenwood Springs in 1879. The coaster complements an impressive area, which, until 1999, catered solely for cave tours. However, since the new millennium, Glenwood Caverns Adventure Park has developed dramatically into a more broader visitor attraction. Its motto of 'America's only mountain-top theme park!' is a coveted USP when attracting both new and repeat visitors.

The park commenced plans for the coaster build with a ground-breaking ceremony for the attraction on 20 August 2021. With a soft opening having taken place on 1 July, before officially opening eight days later on 9 July, the attraction consists of two trains with a single car. Riders are arranged four across in two rows for a total of eight riders per train. Although the ride lasts just 56 seconds – it packs a punch with its quick-fire movements but in a smooth manner.

Manufactured by Gerstlauer, partnered with JS collaborator Ride Entertainment Group, Defiance shoots riders along its high ride track at speeds of 56mph (90 km/h). The attraction commences with a steep 22.8-metre (75ft) vertical climb to the top and reaches a 102.3° gradient before hurtling down its freefall drop of 33.5-metres (110ft). Defiance continues at pace and journeys through other elements such as the 28.8-metre (98ft) twisted top hat switch, a 33.8-metres (111ft) banana roll and a 12.5-metres (41ft) Zero-G heartline-roll. Its two inversions hit the spot for the rider and coupled with the mountainous views only heighten the sensations on-board Defiance.

At the time of its construction, Ed Hiller, CEO of Ride Entertainment, discussed the company's partnership with Gerstlauer and also the complexities of creating Defiance due to its topology:

"Working with Gerstlauer for over 25 years, I am



always astounded by their creativity and ability to innovate no matter what the project is," he said. "It is no different with the custom layout and challenging location for this coaster, which is sure to become a showcase attraction known around the world.

"This will certainly be one of the most formidable installations we have faced. As this coaster will showcase the incredible talents of Gerstlauer, we believe the same will hold true for the installation and our installation team, which is considered the best in the industry."

When you breakdown the figures of the height of the mountain, one can understand why this was such a challenging build; the mountainous location of Glenwood Caverns sits at 2,182-metres (7,160ft) and naturally creates a terrific panoramic backdrop while riding. It is truly a one-of-a-kind roller coaster.

Nancy Heard, General Manager of Glenwood Caverns Adventure Park said of the landmark ride: "We are beyond thrilled to be working with both Gerstlauer and Ride Entertainment to make this coaster a reality. Defiance is sure to become instantly recognisable around the world for its incredible setting and unparalleled thrills."

Heard give *InterPark* an exclusive lowdown on the park's new flagship attraction.

***InterPark*: Can you describe one of the most scenic roller coasters in the world for us?**

Nancy Heard: "Defiance defies convention with its incredible setting and unparalleled thrills. The coaster is built into the side of Iron Mountain in Glenwood Springs and riders will see breath-taking views of Colorado and Roaring Fork Rivers, Mount Sopris, South Canyon, Glenwood Canyon, and the City of Glenwood Springs during the 75ft vertical climb to the top. The coaster reaches speeds of 56mph and includes action-packed elements such as a 98ft Twisted Top Hat and suspenseful switch, a 111ft-high speed bank Banana Roll, and 41ft intense Zero-G heartline-roll."

IP: What's behind the ride's concept?

NH: "The original ride concept included an "out-and-back" coaster that travelled across the hillside, following the contour line to the cliff's edge. When those installation costs proved to be too high, we determined that we needed a smaller footprint. We showed Gerstlauer topographical maps and a concept of a small tower coaster and they designed this custom layout."

IP: Why was Defiance introduced?

NH: "We are always looking to offer new experiences to our repeat guests and Defiance also helps us meet the current and future demand of ride capacity at the park. The new coaster has a high through-put of more than 700 people per hour."



IP: Why was the name Defiance chosen?

NH: "The name of the coaster pays homage to the town's roots, as Glenwood Springs was originally named Defiance in 1879."

IP: How long was the build from start to finish?

NH: "The actual build from foundation to completion took six months."

IP: What were the challenges faced?

NH: "Our unique location on top of a mountain poses challenges for construction. We were also working against a tight timeline and winter weather."

IP: What was the investment involved?

NH: "Defiance is our largest single investment yet at several million dollars."

IP: Why was Gerstlauer chosen as the ride manufacturer?

NH: "Years ago our founder, Steve Beckley, was impressed by the Gerstlauer ride at Mall of America. While there are similar rides available from other manufacturers, we chose Gerstlauer because of its competitive pricing, ability to meet our deadlines, reputation for quality products and excellent customer service."





The Pricing Conundrum

By Dennis Speigel

source Europa Park

Due to some recent pricing announcements by Disney and other parks around the world, Dennis Speigel discusses an important topic that always manages to be one of our industry's toughest decisions and balancing acts and that is the principle of pricing.

Due to some recent pricing announcements by Disney and other parks around the world, I want to discuss an important topic that always manages to be one of our industry's toughest decisions and balancing acts and that is the principle of pricing.

We know for a fact that our livelihoods depend on the continued spinning of turnstiles and the only thing that makes a turnstile spin is a guest with an entry ticket. The key is to make sure that potential guests keep buying those entry tickets within the season and from season to season. How is that accomplished when prices must inevitably be increased due to rising wages and cost of sales, as well as external factors over which we have no control?

The Disney organisation recently announced sweeping changes in its entire pricing program for its one-day and multi-day ticket pricing at its flagship Disneyland Park in California, US. A one-day ticket now ranges between US\$104 and US\$179 depending on the day and the tier purchased – a 9% increase. The largest ticket increase was on the two-day ticket, which jumped from US\$255 to US\$285 – a 12% increase.

Disneyland also added a new "Tier 0" ticket option that is the cheapest ticket available, but with many restricted dates. The Tier 0 option brings

the number of pricing options to seven, each tier offering distinctive perks.

The park also increased pricing in other areas. For example, preferred parking prices increased from \$45 to \$50, while hotel valet services increased from \$50 to \$65. At both the California and Florida parks, the Genie+ service that allows visitors to skip long lines on popular attractions increased 25%. There are always guests who will pay a premium price to accelerate their visit, avoid lines, and park close.

Disney is not the only company to have ratcheted up prices since the pandemic, with Universal and SeaWorld having experienced price surges too. A one-day ticket to Universal Hollywood is currently \$134, while a non-discounted one-day ticket to SeaWorld in San Diego is currently \$100.

At Six Flags, there are a multitude of options that offer budget days, with some one-day tickets as low as \$50. This is contrary to the new CEO's plan of moving away from what he terms "cheap day care centres for teenagers".

Over the last five years, Disney's top tier, one-day ticket has increased by 36% and in August, Bob Chapek suggested in a CNBC interview that



Six Flags ticket
(source Six Flags and ITPS)

an increase may be coming at theme parks if demand stays strong. He said: "It's all up to the consumer. If consumer demand keeps up, we'll act accordingly. If we see a softening, which we don't think we're going to, then we can act accordingly as well." Numbers to date indicate the demand is stronger than ever.

These increases come as Disneyland moves towards its 100th anniversary celebration in 2023. The company said the pricing changes were increased to "continue managing strong demand." Instead of blaming the rising cost of materials, labour, gas, or inflation, Disney is basing its increases on the consistency of its popularity.

A trip to a Disney Park is becoming more expensive; however, this is a part of the company's strategy to increase revenue from the visitors and directly control overcrowding and the move towards "demand day pricing" has had a positive impact on park revenues, while alleviating crowding during certain popular periods of the year.

Pricing has always been a conundrum for our global industry. For example, researching pricing at parks in Brazil, we are finding the economy extremely strong, its best in years, and all parks were raising prices as they moved into their summer 2022 season. Europe is similar to the United States. Inflation is strong, labour forces are strained, costs are up, and many parks are looking at increases during the remainder of 2022, moving into 2023.

Different operating strategies in our global industry

have been forced and borne out of Covid issues, but price increases have been with us for the last 12 years. The top seven global operating companies have increased their gate prices and internal prices annually. Keep in mind, these price increases came during some of the best economic times we have experienced in the last 20 years. Price increases are now advancing during the worst economic downturn we have seen in recent years. Therefore, the industry can expect to receive flack, even though the law of supply and demand justifies pricing adjustments.

Amid these price increases, is a theme park still a good value? The answer is a resounding yes! The average length of stay in theme parks ranges from six to 10 hours. When you break down the admissions cost into a "price value" formula, admission divided by hourly length of stay, you find that a theme park provides one of the greatest values for family entertainment on the planet. A concert or professional sporting event could cost several hundred dollars for only two hours. So, theme parks still provide the best entertainment value.

Supply and demand have shaped our pricing programmes during many different difficult business periods and Disney, which sets many bars for our industry, is currently working through its in-house demand and supply issue due to its incredible popularity (a good problem). It will figure it out and we as an industry will get it correct also, but pricing remains a conundrum.



Ticket	New Price	Old Price
Tier 0	\$104	N/A
Tier 1	\$114	\$104
Tier 2	\$129	\$119
Tier 3	\$144	\$134
Tier 4	\$159	\$149
Tier 5	\$169	\$159
Tier 6	\$179	\$164

Disneyland (source Disney and ITPS)

About ITPS

Dennis Spiegel, past Chairman of the International Association of Amusement Parks and Attractions (IAAPA), is Founder & CEO of International Theme Park Services, Inc. (ITPS), where "FUN IS A SERIOUS BUSINESS." ITPS is globally the leisure industry's leading independent, full-service consulting firm. Located in Cincinnati, Ohio, USA, ITPS is uniquely qualified to assist in all aspects of entertainment project development, and has worked on over 500 projects in over 50 countries since its inception in 1983. **The corporate website is <http://www.interthemepark.com> and the staff can be reached by email at itps@interthemepark.com**



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Dollywood

Trick or new Treat



Gardaland

How theme parks embraced a re-imagined Halloween

Halloween is always a time to sink your teeth into (especially if you are Dracula).

And that goes for theme park operators too, which can revel in showcasing their fun and creative side more in the spooky season. What started as the event of Halloween on 31 October has transformed into a month-long-spooky-festivity.

Theme parks all over the world have embraced new ways to scare their guests - from new technologies to scented experiences. With that in mind, **InterPark** delves deep into the modern-day Halloween spooktacular. A chilling challenge.

Starting our journey in the UK, Blackpool Pleasure Beach came up with a novel way to enhance its ride experience this year. Its Halloween event of 'Journey to Hell' transformed the park with several of its most distinguished rides given a spooky twist - one of them being the fabled Ghost Train, which for Halloween included live actors jumping out at guests. 'Destination Fear' is how the park described the new train voyage for brave guests and entertainment was provided in the shape of the park's Halloween host 'The Gatekeeper' who hosted an event with DJ and drinks.

Main roller coasters including the Big One and Infusion had their lights switched off to provide a terrifying ride

in the darkness. This was the same for the Pleasure Beach railway express, journeying at night with live actors on-board.

The River Caves is another classic ride, which guests experienced in a unique way this year. Its main lights were turned off and audio changed to a drumming marching sound. Riders on-board were provided with a dimly-lit lantern so they had no idea what lurked close by - namely live actors with a scary surprise! Some areas of the renamed 'Cursed River Caves' attraction had no music at all so the water became the protagonist with the ripples of water eerily proving the soundtrack to the tunnel of love...or tunnel of terror. The ride operator was given a haunting makeover too with LED technology providing an eerie interchangeable face mask which bamboozled riders on-board.

Further evidence of visitor attractions pushing the boundaries of scare tactics lies at the Russell-Cotes Art Gallery & Museum in Bournemouth, UK, where they hosted a Halloween soiree. The Evil Engagement, as it was creepily known, was an entertaining mystery game, allowing guests to explore the expansive Victorian villa and solve a murder mystery evening. The Art Gallery was given a murky makeover in which guests lived first hand this whodunit style game which included a séance

fit with scented smells to heighten the senses of guests and provide the ultimate immersive Halloween experience.

"The Evil Engagement is a multisensory mystery, with live music, dramatic lighting, immersive sounds and even a séance using 'spectral smells,'" explained themed attraction designer Liam R. Findlay before its launch. "Russell-Cotes is a gorgeous and haunting setting, and to explore it at night is a thrill not to be missed.

"This experience isn't rigid - guests can explore each room as they please, ask any questions they like and solve the mystery in their own way."

Next, we travel to the village of Charnock Richard. The once Camelot theme park was given a spooky twist with the Camelot Rises experience entering its second season. Guests were able to walk through the grounds of the once bustling theme park along a mile-long trek which was filled with live actors using special FX such as flame throwers, billowing smoke and pyro techniques.

It is the worlds' longest outdoor walk-through extravaganza of its kind with Camelot Rises aiming to build upon its successful first season, which saw the grounds transformed and guests travel by car through spooky scenarios before parking up to watch a film on a big screen with live actors scaring unexpectant guests.

Over in Gardaland, Italy, the 20th edition of Gardaland Magic Halloween was inaugurated.

As per Gardaland, the Halloween weekends began with Scary Fridays (14, 21, 28 October and 4 November) with opening hours from 5pm to 10pm and promised 'entertainment in abundance for a chill-thrill experience!' The park unveiled a host of new Halloween attractions - 'Cursed Forest', in the West Area, was 'taken over by the most iconic monsters and creatures from famous films.'

Meanwhile 'Hawaii Area' was where zombies, vampires and creatures of all types wandered about. Guests took in a new show called Caravan of Horrors presenting carnival curious and strange illusions. And to bring Scary Fridays to a fun close, a DJ 'with monster skills and thrilling sounds' performed every week in a Horror DJ Set in Piazza Jumanji, from 8pm to park closing time so that guests could enjoy the dark mysterious

atmosphere enveloping these super-fun evenings.

Crossing Stateside to the US, SeaWorld transformed from sea kings to scare kings. From 16 September to 31 October, crazy clowns, bloody butchers, and delirious dolls made themselves home. "Howl-O-Scream is your traditional, scary, in-your-face Halloween event," said Geoff Wright, manager of creative operations. "Our goal is for guests to have fun by scaring them." The park had six scare zones, five haunted houses, and a stadium performance for a range of entertainment.

A clever additional initiative was for guests that did not want to be scared, there were light-up lanyards that said "no-boo" for sale so scare actors knew not to come near them. Further entertainment included Carnival of Chaos and Vampire Underground. Howl-O-Scream introduced two new haunted houses this year, which saw guests go through a maze with scare actors jumping out at random moments. Visitors finding the activity uncomfortable could make an early exit early with doors that led outside before the main exit where employees helped guide them out.

In the two new houses, Circus of the Damned and Area 64: Alien Outbreak, were bars that could only be accessed with a secret password that changed every weekend. David Lawson, a bartender at the Circus of the Damned, said: "The syringe shots and blood bags were definitely the fan favourites."

More entertainment lay in Darkness Falls, a dance and percussion performance, that had guests questioning good and evil. This show was strongly recommended for those 18 years or older.

At Cedar Point, also in the US, its HalloWeekends event celebrated 25 years. Cedar Point had all spooky bases covered from Trick-or-Treat and the legendary Magical House on Boo Hill, to the indoor haunted mazes like Fearground Freak Show and the new Bloodbath.

"HalloWeekends bring daytime delights and night-time frights to all who seek them. Add in the park's multitude of rides and roller coasters, delicious fall treats and spook-tacular live shows, and you



Camelot



SeaWorld

FEATURE



Russell-Cotes Art Gallery

have the perfect recipe for 25 Years of Cedar Point's HalloWeekends," said Cedar Point pre-Halloween.

Meanwhile, the guests at Dollywood were treated to the Great Pumpkin LumiNights. Festivities included Hoot Owl Hollow, an area featuring hundreds of pumpkins in Dollywood's Craftsman's Valley that celebrate the nocturnal creature, including a massive 14ft tall version created with more than 150 carved white pumpkins.

"I think everybody knows I believe every day that the Smoky Mountains are beautiful and truly a gift from God," Dolly Parton said on the eve of Halloween. "But I do feel like fall is when it really puts on a show for all of us to admire and enjoy. As the leaves change, the mountains transform into a patchwork of bright, vibrant colours that make them look as if they've come alive.

"The hot summer days start to fade and crisp; cool winds bring that fresh mountain air down into the valleys and right into my Dollywood. To me, this has to be the most beautiful theme park in the whole world, because no park in the world is built right in the middle of the Smokies!"

Dollywood's culinary team also created a tantalising list of creations to reap the rewards of the crops provided by the Smoky Mountain harvest. The smells and tastes of Halloween-themed spiced pumpkin bisque, Bush's three bean pumpkin chili, pumpkin spice churros with pumpkin fluff and pumpkin spice iced coffee quenched a gastronomic thirst. Dollywood had Halloween covered.

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Movie Park

By Emma Davidson



Located in Bottrop-Kirchhellen, Germany, Movie Park has a rich history that, over the years, has established the park as one of Europe's most diverse and largest attractions. Opening its doors back in 1967, Movie Park has had various owners, names, and themes throughout its journey, one of which included a collection of huts in the woodland area where guests could press buttons to listen to different fairy tales.

However, it wasn't until the park was taken over by Warner Bros back in 1994 that it was established as a serious contender in the theme park industry. After a period of reconstruction, the park was renamed 'Warner Bros. Movie World' and followed the motto, 'Hollywood in Germany', because of its likeness to the grandeur of American theme parks.

Its opening event saw celebrities Arnold Schwarzenegger, George Clooney, Michael Douglas and more attend as special



guests, only further cementing its likeness to the star-studded world of Hollywood. However, it wasn't until 2005 that the park was renamed to what we know it as now and has since held onto its name with pride.

Now part of one of the leading global operators of regional leisure parks, Parques Reunido, Movie Park Germany sits comfortably in the organisation's well-diversified portfolio of more than 60 parks across the globe. Offering an attractive selection of rides and attractions for the whole family, Movie Park has been named the number one family park in Germany by prestigious German newspaper, *Welt am Sonntag* and received many other awards by renowned magazines over the years.

For the park, its mixture of theme park attractions and films is what makes it stand out. Guests have the option to discover 40 attractions across a 45-hectare area, which range from rapid roller coasters to family-friendly attractions and a multitude of entertainment that transports guests into an escapist world of fun. The park also counts a list of licensed / IP attractions to its portfolio that cover well-known films and TV series (e.g. *Star Trek* and *PAW Patrol*).

Exploring some of the rides and attractions in more detail, the newly built 'Movie Park Studio Tour' has quickly become popular among guests. It is set on a 3,800sqm floor area, has a speed of up to 60km/h and includes elements such as a double launch (backwards and forwards) and a 360° rotating platform that changes the train's direction. The ride also marks Germany's very first multidirectional coaster.

The coaster was built by Intamin Amusement Rides and opened last year – just in time for the park's 25th anniversary. The soundtrack was composed by IMA score and recorded with the 100-person strong Budapest Philharmonic Orchestra, as well as a choir of 40 members.

The coaster is staged with a matching storyline, studio and set theming, as well as multimedia and a multitude of effects for all senses. For instance, media elements, sound, wind, smell, pepper ghost effects, animations, and physical effects are all included in the new ride.

Another popular attraction at Movie Park Germany is the official *Star Trek* licensed 'Star Trek: Operation Enterprise'. The intergalactic triple-launch roller coaster beams guests on a 720m long track into new spheres at warp speed of up to 90km/h.

Numerous inversions, spectacular track elements and a 40metre-high twisted halfpipe, which is completely unique in Europe, let each rider become part of the mission to rescue the U.S.S. Enterprise. Manufactured by Mack Rides, the popular attraction opened in 2017. It is one of the first rides visitors see when entering the park, meaning it has also become a popular photo spot among guests.

One of the park's classic rides, 'Excalibur - Secrets of the Dark Forest' has been the reason for drawing visitors back year on year, too. The attraction opened for the first time back in 1996, and, after a big refurbishment in 2018, visitors of the ride now enjoy a rapid river adventure revolving around the legendary sword Excalibur.

Manufactured by Intamin from Switzerland, the ride sees up to nine people sitting in round boats and exploring the secrets of the dark forest through the water flow both indoor and outdoor. With a track length of 600-metres and a ride time of approximately five minutes, an exciting and thrilling adventure awaits guests.

For the braver visitors, Van Helsing's Factory sees guests accompany vampire hunter, Abraham van Helsing on a 400m track. The journey includes sharp curves and a speed of up to 40km/h, all built by Gerstlauer Amusement Rides in 2011.

Aiming to offer 'a Hollywood-like experience' all year round, this is only possible with the addition of the park's exciting programme of entertainment.

A year-round flagship of Movie Park is the 'Crazy Cops New York' stunt show. In Studio 6, a professional stunt crew from the Italian Folco Team showcase daring stunts on vehicles. Combined with a funny and entertaining storyline about a police force in New York, spectacular stunts including smoking tires and explosions provide guests with a movie-like spectacle.

Furthermore, numerous street acts create a genuine Hollywood feeling daily throughout the park. Between walking acts like Marilyn Monroe and a camera crew, the NY





Plaza Show culminates in a spectacular musical production. Just one themed area away, the Jet Ski Show also takes place in summer, at the California-inspired Santa Monica Pier.

All shows are designed for family visits. The Nickland area features animation shows and photo opportunities with heroes from popular Nickelodeon programmes, too.

Throughout the year, Movie Park Germany hosts a variety of events, among which is the ELITE Cheerleading Championship. The Cosplay Day is also another big event for the park, which catches numerous visitor's attention each year.

However, the biggest event takes place just before the season ends. The annual Halloween Horror Festival unleashes over 250 monsters and demons in eight horror houses and three scare zones across the entirety of the park. The studio grounds of the Movie Park Studios are transformed into the Horrorwood Studios, featuring a live DJ and entertainment, as well as lights, fog effects and eerie music to complete the spooky setting.

This year, three new horror attractions complete the line-up; the new horror house 'Hell House' – which is the park's most immersive and interactive maze to date – as well as



the new Halloween live show 'Madhouse - Insanity Lives Here' and the exclusive mapping show 'Horrorwood Rises' that was created by IMAmotion and IMAscore.

Making sure to offer an equilibrated ride portfolio for the whole family, Movie Park's vision is to constantly change, adapt and build new attractions, alongside refurbishing popular older models that have become important flagships of the park. In 2023, guests can expect a new stunt show with a new set decoration and new storyline, as well as investments in the park's digital infrastructure.

In addition to the rides and attractions, Movie Park aims to incorporate its motto 'Hollywood in Germany' as often as possible, meaning that there is a huge focus on American-style food varieties in its food and beverage offerings. The park serves up the likes of burgers, hot dogs and fries, alongside muffins, cakes and bagels for a quick snack in between rides. Guests also have the option to grab some ice cream or cold refreshments at various spots across the site.

On top of this, Movie Park Germany has its own Subway and Dunkin' Donuts stores and an additional, multifaceted international menu that features dishes such as Italian pizza and pasta or Asian wok food.



For guests wanting to immerse themselves in the full Movie Park experience, Movie Park Holidays is the official tour operator of the site and provides exclusive stays in the vicinity of the park for holidays and special events. Via the external booking platform, guests can book park admission and overnight stays in one of the numerous partner hotels. The hotels are all located in the vicinity of the park grounds and can be reached in as quickly as 5-10 minutes.

Between a simple hotel stay with breakfast and park admission, to a stay of several days with all-inclusive catering, Movie Park caters to all requirements. With Movie Park Holidays guests can plan and book their vacation or short trip with the best value for money ratio that the movie and entertainment park has to offer.

Movie Park Germany operates from the end of March until the middle of November, when the Halloween Horror Festival is simultaneously coming to an end. The park is also closed on selected days throughout the season, which allows its team of up to 800 seasonal workers and 160 full-time employees extensively remodel and work on its themed areas and horror houses, in preparation for Horrorwood Studios.



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Fabbri Group's latest ride In Control

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